

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

<https://cfelitetracker.vercel.app>

# Unique solved — aastik231205

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

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

Filters: none

Count: 1,624

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,841 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aastik231205's solution](#)

2.

2211A

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

Quality: 16,099 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aastik231205's solution](#)

3.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,694 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[aastik231205's solution](#)

4.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aastik231205's solution](#)

5.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[aastik231205's solution](#)

6.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

7.

2189A

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

Quality: 24,376 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

8.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[aastik231205's solution](#)

9.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[aastik231205's solution](#)

**10.**

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[aastik231205's solution](#)

**11.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[aastik231205's solution](#)

**12.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[aastik231205's solution](#)

**13.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**14.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**15.**

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[aastik231205's solution](#)

**16.**

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**17.**

2158A

[Suspension](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**18.**

2170A

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

Quality: 19,953 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[aastik231205's solution](#)

**19.**

2172A

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

Quality: 14,562 global accepts · Rating: 800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aastik231205's solution](#)

**20.**

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[aastik231205's solution](#)

**21.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[aastik231205's solution](#)

**22.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[aastik231205's solution](#)

**23.**

2156A

[Pizza Time](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**24.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[aastik231205's solution](#)

**25.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,177 global accepts · Rating: 800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aastik231205's solution](#)

**26.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aastik231205's solution](#)

**27.**

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**28.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[aastik231205's solution](#)

**29.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,659 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**30.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[aastik231205's solution](#)

**31.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,218 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**32.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aastik231205's solution](#)

**33.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[aastik231205's solution](#)

**34.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aastik231205's solution](#)

**35.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aastik231205's solution](#)

**36.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aastik231205's solution](#)

**37.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aastik231205's solution](#)

**38.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,289 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[aastik231205's solution](#)

**39.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**40.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**41.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[aastik231205's solution](#)

**42.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,216 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[aastik231205's solution](#)

**43.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
[aastik231205's solution](#)

**44.**

2108A

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

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[aastik231205's solution](#)

**45.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[aastik231205's solution](#)

**46.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[aastik231205's solution](#)

**47.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aastik231205's solution](#)

**48.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[aastik231205's solution](#)

**49.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[aastik231205's solution](#)

**50.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings  
[aastik231205's solution](#)

**51.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[aastik231205's solution](#)

**52.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[aastik231205's solution](#)

**53.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[aastik231205's solution](#)

**54.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aastik231205's solution](#)

**55.**

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aastik231205's solution](#)

**56.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[aastik231205's solution](#)

**57.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aastik231205's solution](#)

**58.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**59.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**60.**

2048A

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

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

[aastik231205's solution](#)

**61.**

2040A

[Game of Division](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**62.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**63.**

2047A

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

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aastik231205's solution](#)

**64.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[aastik231205's solution](#)

**65.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[aastik231205's solution](#)

**66.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[aastik231205's solution](#)

**67.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[aastik231205's solution](#)

**68.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[aastik231205's solution](#)

**69.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)

**70.**

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**71.**

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[aastik231205's solution](#)

**72.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**73.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**74.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory  
[aastik231205's solution](#)

**75.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aastik231205's solution](#)

**76.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math  
[aastik231205's solution](#)

**77.**

1805B

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

Quality: 19,976 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[aastik231205's solution](#)

**78.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,957 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force  
[aastik231205's solution](#)

**79.**

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**80.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math  
[aastik231205's solution](#)

**81.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[aastik231205's solution](#)

**82.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)

**83.**

2025A

[Two Screens](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**84.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,238 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aastik231205's solution](#)

**85.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[aastik231205's solution](#)

**86.**

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**87.**

2020A

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

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

[aastik231205's solution](#)

**88.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[aastik231205's solution](#)

**89.**

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[aastik231205's solution](#)

**90.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[aastik231205's solution](#)

**91.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**92.**

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

- 93.**  
1789B  
[Serval and Inversion Magic](#) · [Tutorial](#)  
Quality: 17,586 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings, two pointers  
[aastik231205's solution](#)
- 94.**  
1789A  
[Serval and Mocha's Array](#) · [Tutorial](#)  
Quality: 33,014 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[aastik231205's solution](#)
- 95.**  
1895B  
[Points and Minimum Distance](#) · [Tutorial](#)  
Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[aastik231205's solution](#)
- 96.**  
1895A  
[Treasure Chest](#) · [Tutorial](#)  
Quality: 25,922 global accepts · Rating: 800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aastik231205's solution](#)
- 97.**  
2003B  
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)  
Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[aastik231205's solution](#)
- 98.**  
2003A  
[Turtle and Good Strings](#) · [Tutorial](#)  
Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[aastik231205's solution](#)
- 99.**  
2001B  
[Generate Permutation](#) · [Tutorial](#)  
Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[aastik231205's solution](#)
- 100.**  
2001A  
[Make All Equal](#) · [Tutorial](#)  
Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)
- 101.**  
2004A  
[Closest Point](#) · [Tutorial](#)  
Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aastik231205's solution](#)
- 102.**  
2000B  
[Seating in a Bus](#) · [Tutorial](#)  
Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: two pointers  
[aastik231205's solution](#)
- 103.**  
2000A  
[Primary Task](#) · [Tutorial](#)  
Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings  
[aastik231205's solution](#)

**104.**

1837A

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

Quality: 54,860 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

**105.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[aastik231205's solution](#)

**106.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[aastik231205's solution](#)

**107.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

**108.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[aastik231205's solution](#)

**109.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)

**110.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[aastik231205's solution](#)

**111.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)

**112.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search  
[aastik231205's solution](#)

**113.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aastik231205's solution](#)

**114.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aastik231205's solution](#)

**115.**

1786A2

[Alternating Deck \(hard version\) · Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aastik231205's solution](#)

**116.**

1731A

[Joey Takes Money · Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**117.**

1995A

[Diagonals · Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[aastik231205's solution](#)

**118.**

1858A

[Buttons · Tutorial](#)

Quality: 66,376 global accepts · Rating: 800 · first AC: 2024-07-14 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[aastik231205's solution](#)

**119.**

1834A

[Unit Array · Tutorial](#)

Quality: 45,677 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**120.**

1994A

[Diverse Game · Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[aastik231205's solution](#)

**121.**

1870A

[MEXanized Array · Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**122.**

1863A

[Channel · Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**123.**

1843C

[Sum in Binary Tree · Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[aastik231205's solution](#)

**124.**

1843B

[Long Long · Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, two pointers

[aastik231205's solution](#)

**125.**

1843A

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

Quality: 37,313 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[aastik231205's solution](#)

**126.**

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**127.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,706 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[aastik231205's solution](#)

**128.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[aastik231205's solution](#)

**129.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings  
[aastik231205's solution](#)

**130.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings  
[aastik231205's solution](#)

**131.**

1760B

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

Quality: 53,350 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[aastik231205's solution](#)

**132.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,952 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[aastik231205's solution](#)

**133.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers  
[aastik231205's solution](#)

**134.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[aastik231205's solution](#)

**135.**

1899A

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

Quality: 92,823 global accepts · Rating: 800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[aastik231205's solution](#)

**136.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[aastik231205's solution](#)

**137.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[aastik231205's solution](#)

**138.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[aastik231205's solution](#)

**139.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,438 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aastik231205's solution](#)

**140.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aastik231205's solution](#)

**141.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**142.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,361 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[aastik231205's solution](#)

**143.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[aastik231205's solution](#)

**144.**

1898A

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

Quality: 17,427 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[aastik231205's solution](#)

**145.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[aastik231205's solution](#)

**146.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**147.**

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

**148.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**149.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)

**150.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[aastik231205's solution](#)

**151.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[aastik231205's solution](#)

**152.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**153.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings  
[aastik231205's solution](#)

**154.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings  
[aastik231205's solution](#)

**155.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search  
[aastik231205's solution](#)

**156.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[aastik231205's solution](#)

**157.**

1985B

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

Quality: 56,782 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[aastik231205's solution](#)

**158.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[aastik231205's solution](#)

**159.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[aastik231205's solution](#)

**160.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aastik231205's solution](#)

**161.**

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[aastik231205's solution](#)

**162.**

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[aastik231205's solution](#)

**163.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings  
[aastik231205's solution](#)

**164.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aastik231205's solution](#)

**165.**

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[aastik231205's solution](#)

**166.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[aastik231205's solution](#)

**167.**

1971A

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

Quality: 59,512 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[aastik231205's solution](#)

**168.**

1966A

[Card Exchange](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**169.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[aastik231205's solution](#)

**170.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,164 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**171.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[aastik231205's solution](#)

**172.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**173.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aastik231205's solution](#)

**174.**

1957A

[Stickogon](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**175.**

1956B

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

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

[aastik231205's solution](#)

**176.**

1956A

[Nene's Game](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**177.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**178.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

**179.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[aastik231205's solution](#)

**180.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[aastik231205's solution](#)

**181.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**182.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[aastik231205's solution](#)

**183.**

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[aastik231205's solution](#)

**184.**

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[aastik231205's solution](#)

**185.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[aastik231205's solution](#)

**186.**

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[aastik231205's solution](#)

**187.**

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[aastik231205's solution](#)

**188.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**189.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aastik231205's solution](#)

**190.**

1933B

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

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory  
[aastik231205's solution](#)

**191.**

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[aastik231205's solution](#)

**192.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation  
[aastik231205's solution](#)

**193.**

1926A

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

Quality: 62,213 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**194.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[aastik231205's solution](#)

**195.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[aastik231205's solution](#)

**196.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aastik231205's solution](#)

**197.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[aastik231205's solution](#)

**198.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[aastik231205's solution](#)

**199.**

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  
[aastik231205's solution](#)

**200.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[aastik231205's solution](#)

**201.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[aastik231205's solution](#)

**202.**

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[aastik231205's solution](#)

**203.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[aastik231205's solution](#)

**204.**

1845A

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

Quality: 47,387 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[aastik231205's solution](#)

**205.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aastik231205's solution](#)

**206.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**207.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)

**208.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[aastik231205's solution](#)

**209.**

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  
[aastik231205's solution](#)

**210.**

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  
[aastik231205's solution](#)

## 211.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[aastik231205's solution](#)

## 212.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation  
[aastik231205's solution](#)

## 213.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation  
[aastik231205's solution](#)

## 214.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,816 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation  
[aastik231205's solution](#)

## 215.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

## 216.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

## 217.

1914A

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

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[aastik231205's solution](#)

## 218.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

## 219.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

## 220.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[aastik231205's solution](#)

## 221.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aastik231205's solution](#)

**222.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**223.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,153 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[aastik231205's solution](#)

**224.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[aastik231205's solution](#)

**225.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,386 global accepts · Rating: 800 · first AC: 2023-09-03 · last AC: 2023-10-25 · GNU C11 (first AC) · Tags: math

[aastik231205's solution](#)

**226.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[aastik231205's solution](#)

**227.**

1881A

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

Quality: 59,382 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[aastik231205's solution](#)

**228.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · GNU C11 (first AC) · Tags: constructive algorithms, math

[aastik231205's solution](#)

**229.**

1878A

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

Quality: 78,713 global accepts · Rating: 800 · first AC: 2023-09-26 · GNU C11 (first AC) · Tags: greedy

[aastik231205's solution](#)

**230.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · GNU C11 (first AC) · Tags: greedy

[aastik231205's solution](#)

**231.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · GNU C11 (first AC) · Tags: greedy, implementation, two pointers

[aastik231205's solution](#)

**232.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,042 global accepts · Rating: 800 · first AC: 2023-09-21 · GNU C11 (first AC) · Tags: implementation, math  
[aastik231205's solution](#)

**233.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · GNU C11 (first AC) · Tags: brute force, greedy, math  
[aastik231205's solution](#)

**234.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · GNU C11 (first AC) · Tags: brute force, implementation  
[aastik231205's solution](#)

**235.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · GNU C11 (first AC) · Tags: brute force, greedy, math  
[aastik231205's solution](#)

**236.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,035 global accepts · Rating: 800 · first AC: 2023-08-24 · GNU C11 (first AC) · Tags: constructive algorithms  
[aastik231205's solution](#)

**237.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · GNU C11 (first AC) · Tags: dp, greedy, implementation, strings  
[aastik231205's solution](#)

**238.**

977A

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

Quality: 217,542 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: implementation  
[aastik231205's solution](#)

**239.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,998 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: implementation, strings  
[aastik231205's solution](#)

**240.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: math  
[aastik231205's solution](#)

**241.**

546A

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

Quality: 235,264 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: brute force, implementation, math  
[aastik231205's solution](#)

**242.**

791A

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

Quality: 257,311 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: implementation  
[aastik231205's solution](#)

**243.**

266A

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

Quality: 244,634 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: implementation

[aastik231205's solution](#)

**244.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,116 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: brute force, implementation, strings

[aastik231205's solution](#)

**245.**

281A

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

Quality: 271,055 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: implementation, strings

[aastik231205's solution](#)

**246.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,441 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: greedy, implementation, sortings, strings

[aastik231205's solution](#)

**247.**

112A

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

Quality: 287,322 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: implementation, strings

[aastik231205's solution](#)

**248.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,093 global accepts · Rating: 800 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: implementation

[aastik231205's solution](#)

**249.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,395 global accepts · Rating: 800 · first AC: 2023-08-17 · GNU C11 (first AC) · Tags: implementation

[aastik231205's solution](#)

**250.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2023-08-17 · GNU C11 (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**251.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,556 global accepts · Rating: 800 · first AC: 2023-08-17 · GNU C11 (first AC) · Tags: \*special, implementation

[aastik231205's solution](#)

**252.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,377 global accepts · Rating: 800 · first AC: 2023-08-10 · GNU C11 (first AC) · Tags: brute force, greedy

[aastik231205's solution](#)

**253.**

71A

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

Quality: 503,392 global accepts · Rating: 800 · first AC: 2023-08-08 · GNU C11 (first AC) · Tags: strings

[aastik231205's solution](#)

**254.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,053 global accepts · Rating: 800 · first AC: 2023-08-08 · GNU C11 (first AC) · Tags: brute force, math

[aastik231205's solution](#)

**255.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aastik231205's solution](#)

**256.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,505 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**257.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**258.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aastik231205's solution](#)

**259.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**260.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aastik231205's solution](#)

**261.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**262.**

2048B

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

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

[aastik231205's solution](#)

**263.**

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[aastik231205's solution](#)

**264.**

2042B

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

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

[aastik231205's solution](#)

**265.**

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[aastik231205's solution](#)

**266.**

2035B

[Everyone Loves Tres · Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[aastik231205's solution](#)

**267.**

2013B

[Battle for Survive · Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aastik231205's solution](#)

**268.**

2005A

[Simple Palindrome · Tutorial](#)

Quality: 26,250 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[aastik231205's solution](#)

**269.**

1837B

[Comparison String · Tutorial](#)

Quality: 50,123 global accepts · Rating: 900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aastik231205's solution](#)

**270.**

1990A

[Submission Bait · Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings  
[aastik231205's solution](#)

**271.**

1848A

[Vika and Her Friends · Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[aastik231205's solution](#)

**272.**

1988B

[Make Majority · Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)

**273.**

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  
[aastik231205's solution](#)

**274.**

1855B

[Longest Divisors Interval · Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[aastik231205's solution](#)

**275.**

1875A

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

Quality: 47,030 global accepts · Rating: 900 · first AC: 2023-09-30 · last AC: 2024-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[aastik231205's solution](#)

**276.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: strings

[aastik231205's solution](#)

**277.**

1992C

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

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

[aastik231205's solution](#)

**278.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**279.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**280.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,411 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aastik231205's solution](#)

**281.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[aastik231205's solution](#)

**282.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[aastik231205's solution](#)

**283.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aastik231205's solution](#)

**284.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[aastik231205's solution](#)

**285.**

1872B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**286.**

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aastik231205's solution](#)

**287.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aastik231205's solution](#)

**288.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[aastik231205's solution](#)

**289.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[aastik231205's solution](#)

**290.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[aastik231205's solution](#)

**291.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[aastik231205's solution](#)

**292.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**293.**

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[aastik231205's solution](#)

**294.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[aastik231205's solution](#)

**295.**

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[aastik231205's solution](#)

**296.**

1896B

[AB Flipping](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**297.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[aastik231205's solution](#)

**298.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · GNU C11 (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**299.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2023-08-22 · GNU C11 (first AC) · Tags: math

[aastik231205's solution](#)

**300.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,762 global accepts · Rating: 900 · first AC: 2023-08-20 · GNU C11 (first AC) · Tags: greedy, sortings

[aastik231205's solution](#)

**301.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,687 global accepts · Rating: 900 · first AC: 2023-08-18 · GNU C11 (first AC) · Tags: implementation, strings

[aastik231205's solution](#)

**302.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,092 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**303.**

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[aastik231205's solution](#)

**304.**

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[aastik231205's solution](#)

**305.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[aastik231205's solution](#)

**306.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[aastik231205's solution](#)

**307.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[aastik231205's solution](#)

**308.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[aastik231205's solution](#)

**309.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**310.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**311.**

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**312.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[aastik231205's solution](#)

**313.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aastik231205's solution](#)

**314.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aastik231205's solution](#)

**315.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[aastik231205's solution](#)

**316.**

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[aastik231205's solution](#)

**317.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aastik231205's solution](#)

**318.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[aastik231205's solution](#)

**319.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[aastik231205's solution](#)

**320.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**321.**

2055B

[Crafting](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**322.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aastik231205's solution](#)

**323.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**324.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[aastik231205's solution](#)

**325.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[aastik231205's solution](#)

**326.**

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aastik231205's solution](#)

**327.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[aastik231205's solution](#)

**328.**

2005B1

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

Quality: 24,752 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[aastik231205's solution](#)

**329.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[aastik231205's solution](#)

**330.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[aastik231205's solution](#)

**331.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[aastik231205's solution](#)

**332.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[aastik231205's solution](#)

**333.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[aastik231205's solution](#)

**334.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[aastik231205's solution](#)

**335.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, two pointers  
[aastik231205's solution](#)

**336.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[aastik231205's solution](#)

**337.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**338.**

1888B

[Raspberries](#) · [Tutorial](#)

Quality: 1000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[aastik231205's solution](#)

**339.**

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[aastik231205's solution](#)

**340.**

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[aastik231205's solution](#)

**341.**

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**342.**

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 1000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[aastik231205's solution](#)

**343.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**344.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aastik231205's solution](#)

**345.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,117 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**346.**

1979B

[XOR Sequences](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**347.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[aastik231205's solution](#)

**348.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[aastik231205's solution](#)

**349.**

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings  
[aastik231205's solution](#)

**350.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[aastik231205's solution](#)

**351.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[aastik231205's solution](#)

**352.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[aastik231205's solution](#)

**353.**

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[aastik231205's solution](#)

**354.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,391 global accepts · Rating: 1000 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[aastik231205's solution](#)

**355.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[aastik231205's solution](#)

**356.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[aastik231205's solution](#)

**357.**

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings  
[aastik231205's solution](#)

**358.**

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[aastik231205's solution](#)

**359.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,307 global accepts · Rating: 1000 · first AC: 2023-08-22 · GNU C11 (first AC) · Tags: math

[aastik231205's solution](#)

**360.**

2211B

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

Quality: 11,651 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[aastik231205's solution](#)

**361.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**362.**

2173B

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

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

[aastik231205's solution](#)

**363.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[aastik231205's solution](#)

**364.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aastik231205's solution](#)

**365.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[aastik231205's solution](#)

**366.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[aastik231205's solution](#)

**367.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[aastik231205's solution](#)

**368.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[aastik231205's solution](#)

**369.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[aastik231205's solution](#)

**370.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[aastik231205's solution](#)

**371.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aastik231205's solution](#)

**372.**

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

[aastik231205's solution](#)

**373.**

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[aastik231205's solution](#)

**374.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[aastik231205's solution](#)

**375.**

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

[aastik231205's solution](#)

**376.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[aastik231205's solution](#)

**377.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[aastik231205's solution](#)

**378.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aastik231205's solution](#)

**379.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[aastik231205's solution](#)

**380.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings  
[aastik231205's solution](#)

**381.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
[aastik231205's solution](#)

**382.**

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[aastik231205's solution](#)

**383.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

**384.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[aastik231205's solution](#)

**385.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math  
[aastik231205's solution](#)

**386.**

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

**387.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[aastik231205's solution](#)

**388.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[aastik231205's solution](#)

**389.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[aastik231205's solution](#)

**390.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**391.**

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

[aastik231205's solution](#)

**392.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[aastik231205's solution](#)

**393.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aastik231205's solution](#)

**394.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[aastik231205's solution](#)

**395.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[aastik231205's solution](#)

**396.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[aastik231205's solution](#)

**397.**

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory

[aastik231205's solution](#)

**398.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, shortest paths

[aastik231205's solution](#)

**399.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 1100 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[aastik231205's solution](#)

**400.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[aastik231205's solution](#)

**401.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[aastik231205's solution](#)

**402.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 1100 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[aastik231205's solution](#)

**403.**

1984B

[Large Addition](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**404.**

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**405.**

1977B

[Binary Colouring](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**406.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[aastik231205's solution](#)

**407.**

1966B

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

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

[aastik231205's solution](#)

**408.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**409.**

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[aastik231205's solution](#)

**410.**

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[aastik231205's solution](#)

**411.**

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[aastik231205's solution](#)

**412.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

**413.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[aastik231205's solution](#)

**414.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**415.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[aastik231205's solution](#)

**416.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[aastik231205's solution](#)

**417.**

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[aastik231205's solution](#)

**418.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[aastik231205's solution](#)

**419.**

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[aastik231205's solution](#)

**420.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[aastik231205's solution](#)

**421.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**422.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aastik231205's solution](#)

**423.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[aastik231205's solution](#)

**424.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy  
[aastik231205's solution](#)

**425.**

1872C

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

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-09 · GNU C11 (first AC) · Tags: math, number theory  
[aastik231205's solution](#)

**426.**

2196A

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

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
[aastik231205's solution](#)

**427.**

2189B

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

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[aastik231205's solution](#)

**428.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy  
[aastik231205's solution](#)

**429.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[aastik231205's solution](#)

**430.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[aastik231205's solution](#)

**431.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[aastik231205's solution](#)

**432.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**433.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**434.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aastik231205's solution](#)

**435.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[aastik231205's solution](#)

**436.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[aastik231205's solution](#)

**437.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[aastik231205's solution](#)

**438.**

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[aastik231205's solution](#)

**439.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,751 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**440.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,126 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory  
[aastik231205's solution](#)

**441.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[aastik231205's solution](#)

**442.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[aastik231205's solution](#)

**443.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[aastik231205's solution](#)

**444.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings  
[aastik231205's solution](#)

**445.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory  
[aastik231205's solution](#)

**446.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[aastik231205's solution](#)

**447.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers  
[aastik231205's solution](#)

**448.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[aastik231205's solution](#)

**449.**

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[aastik231205's solution](#)

**450.**

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aastik231205's solution](#)

**451.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[aastik231205's solution](#)

**452.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aastik231205's solution](#)

**453.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[aastik231205's solution](#)

**454.**

2020B

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

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

[aastik231205's solution](#)

**455.**

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aastik231205's solution](#)

**456.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,115 global accepts · Rating: 1200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[aastik231205's solution](#)

**457.**

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[aastik231205's solution](#)

**458.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[aastik231205's solution](#)

**459.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[aastik231205's solution](#)

**460.**

2002C

[Black Circles](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**461.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[aastik231205's solution](#)

**462.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings  
[aastik231205's solution](#)

**463.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, strings  
[aastik231205's solution](#)

**464.**

1848B

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

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[aastik231205's solution](#)

**465.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[aastik231205's solution](#)

**466.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[aastik231205's solution](#)

**467.**

1875B

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

Rating: 1200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[aastik231205's solution](#)

**468.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-06 · last AC: 2024-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[aastik231205's solution](#)

**469.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[aastik231205's solution](#)

**470.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[aastik231205's solution](#)

**471.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[aastik231205's solution](#)

**472.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[aastik231205's solution](#)

**473.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[aastik231205's solution](#)

**474.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[aastik231205's solution](#)

**475.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[aastik231205's solution](#)

**476.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[aastik231205's solution](#)

**477.**

1729D

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

Quality: 30,758 global accepts · Rating: 1200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[aastik231205's solution](#)

**478.**

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[aastik231205's solution](#)

**479.**

1872D

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

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aastik231205's solution](#)

**480.**

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[aastik231205's solution](#)

**481.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aastik231205's solution](#)

**482.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[aastik231205's solution](#)

**483.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[aastik231205's solution](#)

**484.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[aastik231205's solution](#)

**485.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**486.**

1934B

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

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

[aastik231205's solution](#)

**487.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[aastik231205's solution](#)

**488.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[aastik231205's solution](#)

**489.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[aastik231205's solution](#)

**490.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[aastik231205's solution](#)

**491.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[aastik231205's solution](#)

**492.**

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[aastik231205's solution](#)

**493.**

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[aastik231205's solution](#)

**494.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[aastik231205's solution](#)

**495.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · GNU C11 (first AC) · Tags: binary search, geometry, math

[aastik231205's solution](#)

**496.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[aastik231205's solution](#)

**497.**

2211C1

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

Quality: 9,126 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[aastik231205's solution](#)

**498.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[aastik231205's solution](#)

**499.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[aastik231205's solution](#)

**500.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[aastik231205's solution](#)

**501.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[aastik231205's solution](#)

**502.**

2189C1

[XOR Convenience \(Easy Version\) · Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[aastik231205's solution](#)

**503.**

1615B

[And It's Non-Zero · Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[aastik231205's solution](#)

**504.**

2181A

[Alphabet City · Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[aastik231205's solution](#)

**505.**

2165A

[Cyclic Merging · Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**506.**

2170C

[Quotient and Remainder · Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[aastik231205's solution](#)

**507.**

2172M

[Maximum Distance To Port · Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[aastik231205's solution](#)

**508.**

2145C

[Monocarp's String · Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[aastik231205's solution](#)

**509.**

2152B

[Catching the Krug · Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[aastik231205's solution](#)

**510.**

2150A

[Incremental Path · Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[aastik231205's solution](#)

**511.**

2144C

[Non-Descending Arrays · Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[aastik231205's solution](#)

**512.**

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[aastik231205's solution](#)

**513.**

1425H

[Huge Boxes of Animal Toys · Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[aastik231205's solution](#)

**514.**

2129A

[Double Perspective · Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[aastik231205's solution](#)

**515.**

2124C

[Subset Multiplication · Tutorial](#)

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[aastik231205's solution](#)

**516.**

2119C

[A Good Problem · Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[aastik231205's solution](#)

**517.**

2112C

[Coloring Game · Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[aastik231205's solution](#)

**518.**

2121D

[1709 · Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[aastik231205's solution](#)

**519.**

2116B

[Gellyfish and Baby's Breath · Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[aastik231205's solution](#)

**520.**

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[aastik231205's solution](#)

**521.**

2108B

[SUMdamental Decomposition · Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math  
[aastik231205's solution](#)

**522.**

2086C

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

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

[aastik231205's solution](#)

**523.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**524.**

2091E

[Interesting Ratio](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[aastik231205's solution](#)

**525.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**526.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[aastik231205's solution](#)

**527.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**528.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[aastik231205's solution](#)

**529.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[aastik231205's solution](#)

**530.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[aastik231205's solution](#)

**531.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[aastik231205's solution](#)

**532.**

2024C

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

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

[aastik231205's solution](#)

**533.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[aastik231205's solution](#)

**534.**

2022B

[Kar Salesman](#) · [Tutorial](#)

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

[aastik231205's solution](#)

**535.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**536.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[aastik231205's solution](#)

**537.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[aastik231205's solution](#)

**538.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**539.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[aastik231205's solution](#)

**540.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[aastik231205's solution](#)

**541.**

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aastik231205's solution](#)

**542.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games,

graphs, greedy, math

[aastik231205's solution](#)

**543.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[aastik231205's solution](#)

**544.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[aastik231205's solution](#)

**545.**

1869C

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

Rating: 1300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aastik231205's solution](#)

**546.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[aastik231205's solution](#)

**547.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[aastik231205's solution](#)

**548.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[aastik231205's solution](#)

**549.**

1984C1

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

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

[aastik231205's solution](#)

**550.**

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[aastik231205's solution](#)

**551.**

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[aastik231205's solution](#)

**552.**

1955C

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

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

[aastik231205's solution](#)

**553.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aastik231205's solution](#)

**554.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math  
[aastik231205's solution](#)

**555.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[aastik231205's solution](#)

**556.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[aastik231205's solution](#)

**557.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy  
[aastik231205's solution](#)

**558.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[aastik231205's solution](#)

**559.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[aastik231205's solution](#)

**560.**

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[aastik231205's solution](#)

**561.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[aastik231205's solution](#)

**562.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[aastik231205's solution](#)

**563.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,849 global accepts · Rating: 1300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation,

math, number theory  
[aastik231205's solution](#)

**564.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[aastik231205's solution](#)

**565.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[aastik231205's solution](#)

**566.**

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers  
[aastik231205's solution](#)

**567.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy  
[aastik231205's solution](#)

**568.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[aastik231205's solution](#)

**569.**

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[aastik231205's solution](#)

**570.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy  
[aastik231205's solution](#)

**571.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[aastik231205's solution](#)

**572.**

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[aastik231205's solution](#)

**573.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory  
[aastik231205's solution](#)

### 574.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math  
[aastik231205's solution](#)

### 575.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[aastik231205's solution](#)

### 576.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[aastik231205's solution](#)

### 577.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[aastik231205's solution](#)

### 578.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[aastik231205's solution](#)

### 579.

2111D

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

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[aastik231205's solution](#)

### 580.

2114E

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

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[aastik231205's solution](#)

### 581.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[aastik231205's solution](#)

### 582.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings  
[aastik231205's solution](#)

### 583.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[aastik231205's solution](#)

**584.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aastik231205's solution](#)

**585.**

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[aastik231205's solution](#)

**586.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1400 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[aastik231205's solution](#)

**587.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[aastik231205's solution](#)

**588.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aastik231205's solution](#)

**589.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[aastik231205's solution](#)

**590.**

2034C

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

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

[aastik231205's solution](#)

**591.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[aastik231205's solution](#)

**592.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[aastik231205's solution](#)

**593.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[aastik231205's solution](#)

**594.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math  
[aastik231205's solution](#)

**595.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers  
[aastik231205's solution](#)

**596.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[aastik231205's solution](#)

**597.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[aastik231205's solution](#)

**598.**

1831C

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

Rating: 1400 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[aastik231205's solution](#)

**599.**

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search  
[aastik231205's solution](#)

**600.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings  
[aastik231205's solution](#)

**601.**

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings  
[aastik231205's solution](#)

**602.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math  
[aastik231205's solution](#)

**603.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[aastik231205's solution](#)

**604.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[aastik231205's solution](#)

**605.**

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**606.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**607.**

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[aastik231205's solution](#)

**608.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**609.**

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**610.**

1888D1

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

Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[aastik231205's solution](#)

**611.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-05 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[aastik231205's solution](#)

**612.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[aastik231205's solution](#)

**613.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aastik231205's solution](#)

**614.**

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

[aastik231205's solution](#)

**615.**

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[aastik231205's solution](#)

**616.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**617.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[aastik231205's solution](#)

**618.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[aastik231205's solution](#)

**619.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[aastik231205's solution](#)

**620.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[aastik231205's solution](#)

**621.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[aastik231205's solution](#)

**622.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[aastik231205's solution](#)

**623.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[aastik231205's solution](#)

**624.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[aastik231205's solution](#)

**625.**

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[aastik231205's solution](#)

**626.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[aastik231205's solution](#)

**627.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[aastik231205's solution](#)

**628.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[aastik231205's solution](#)

**629.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[aastik231205's solution](#)

**630.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[aastik231205's solution](#)

**631.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[aastik231205's solution](#)

**632.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers  
[aastik231205's solution](#)

**633.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings  
[aastik231205's solution](#)

**634.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings  
[aastik231205's solution](#)

**635.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[aastik231205's solution](#)

**636.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[aastik231205's solution](#)

**637.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,743 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[aastik231205's solution](#)

**638.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math  
[aastik231205's solution](#)

**639.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[aastik231205's solution](#)

**640.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[aastik231205's solution](#)

**641.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[aastik231205's solution](#)

**642.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings  
[aastik231205's solution](#)

**643.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[aastik231205's solution](#)

**644.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings  
[aastik231205's solution](#)

**645.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[aastik231205's solution](#)

**646.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[aastik231205's solution](#)

**647.**

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[aastik231205's solution](#)

**648.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[aastik231205's solution](#)

**649.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**650.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[aastik231205's solution](#)

**651.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**652.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[aastik231205's solution](#)

**653.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[aastik231205's solution](#)

**654.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[aastik231205's solution](#)

**655.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aastik231205's solution](#)

**656.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory

[aastik231205's solution](#)

**657.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[aastik231205's solution](#)

**658.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[aastik231205's solution](#)

**659.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[aastik231205's solution](#)

**660.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[aastik231205's solution](#)

**661.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aastik231205's solution](#)

**662.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[aastik231205's solution](#)

**663.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**664.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[aastik231205's solution](#)

**665.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**666.**

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[aastik231205's solution](#)

**667.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games  
[aastik231205's solution](#)

**668.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[aastik231205's solution](#)

**669.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[aastik231205's solution](#)

**670.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[aastik231205's solution](#)

**671.**

1690E

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

Quality: 16,995 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[aastik231205's solution](#)

**672.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[aastik231205's solution](#)

**673.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[aastik231205's solution](#)

**674.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math  
[aastik231205's solution](#)

**675.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**676.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[aastik231205's solution](#)

**677.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[aastik231205's solution](#)

**678.**

1744E1

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

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[aastik231205's solution](#)

**679.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[aastik231205's solution](#)

**680.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[aastik231205's solution](#)

**681.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[aastik231205's solution](#)

**682.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[aastik231205's solution](#)

**683.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[aastik231205's solution](#)

**684.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[aastik231205's solution](#)

**685.**

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[aastik231205's solution](#)

**686.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math  
[aastik231205's solution](#)

**687.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**688.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees  
[aastik231205's solution](#)

**689.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[aastik231205's solution](#)

**690.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[aastik231205's solution](#)

**691.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,492 global accepts · Rating: 1500 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[aastik231205's solution](#)

**692.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[aastik231205's solution](#)

**693.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory  
[aastik231205's solution](#)

**694.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[aastik231205's solution](#)

**695.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[aastik231205's solution](#)

**696.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[aastik231205's solution](#)

**697.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[aastik231205's solution](#)

**698.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, sortings

[aastik231205's solution](#)

**699.**

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[aastik231205's solution](#)

**700.**

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**701.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[aastik231205's solution](#)

**702.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[aastik231205's solution](#)

**703.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[aastik231205's solution](#)

**704.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aastik231205's solution](#)

**705.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aastik231205's solution](#)

## 706.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[aastik231205's solution](#)

## 707.

1925C

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

Rating: 1500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[aastik231205's solution](#)

## 708.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[aastik231205's solution](#)

## 709.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[aastik231205's solution](#)

## 710.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[aastik231205's solution](#)

## 711.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[aastik231205's solution](#)

## 712.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,205 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[aastik231205's solution](#)

## 713.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[aastik231205's solution](#)

## 714.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[aastik231205's solution](#)

## 715.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · GNU C11 (first AC) · Tags: constructive algorithms, greedy  
[aastik231205's solution](#)

**716.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[aastik231205's solution](#)

**717.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[aastik231205's solution](#)

**718.**

2196B

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

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[aastik231205's solution](#)

**719.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[aastik231205's solution](#)

**720.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[aastik231205's solution](#)

**721.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aastik231205's solution](#)

**722.**

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aastik231205's solution](#)

**723.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, math

[aastik231205's solution](#)

**724.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[aastik231205's solution](#)

**725.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[aastik231205's solution](#)

**726.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math  
[aastik231205's solution](#)

**727.**

1782C

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

Rating: 1600 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[aastik231205's solution](#)

**728.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation  
[aastik231205's solution](#)

**729.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[aastik231205's solution](#)

**730.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[aastik231205's solution](#)

**731.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math  
[aastik231205's solution](#)

**732.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings  
[aastik231205's solution](#)

**733.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp  
[aastik231205's solution](#)

**734.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[aastik231205's solution](#)

**735.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[aastik231205's solution](#)

**736.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[aastik231205's solution](#)

**737.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[aastik231205's solution](#)

**738.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[aastik231205's solution](#)

**739.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[aastik231205's solution](#)

**740.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[aastik231205's solution](#)

**741.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[aastik231205's solution](#)

**742.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[aastik231205's solution](#)

**743.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[aastik231205's solution](#)

**744.**

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[aastik231205's solution](#)

**745.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[aastik231205's solution](#)

**746.**

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[aastik231205's solution](#)

**747.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[aastik231205's solution](#)

**748.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[aastik231205's solution](#)

**749.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[aastik231205's solution](#)

**750.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**751.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[aastik231205's solution](#)

**752.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · last AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[aastik231205's solution](#)

**753.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[aastik231205's solution](#)

**754.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[aastik231205's solution](#)

**755.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[aastik231205's solution](#)

**756.**

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[aastik231205's solution](#)

**757.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aastik231205's solution](#)

**758.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[aastik231205's solution](#)

**759.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[aastik231205's solution](#)

**760.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[aastik231205's solution](#)

**761.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,845 global accepts · Rating: 1600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[aastik231205's solution](#)

**762.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**763.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[aastik231205's solution](#)

**764.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[aastik231205's solution](#)

**765.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, sortings

[aastik231205's solution](#)

**766.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[aastik231205's solution](#)

**767.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**768.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[aastik231205's solution](#)

**769.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[aastik231205's solution](#)

**770.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aastik231205's solution](#)

**771.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[aastik231205's solution](#)

**772.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[aastik231205's solution](#)

**773.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[aastik231205's solution](#)

**774.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[aastik231205's solution](#)

**775.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[aastik231205's solution](#)

**776.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[aastik231205's solution](#)

**777.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math  
[aastik231205's solution](#)

**778.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[aastik231205's solution](#)

**779.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[aastik231205's solution](#)

**780.**

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[aastik231205's solution](#)

**781.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,595 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[aastik231205's solution](#)

**782.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[aastik231205's solution](#)

**783.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[aastik231205's solution](#)

**784.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[aastik231205's solution](#)

**785.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[aastik231205's solution](#)

**786.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[aastik231205's solution](#)

**787.**

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[aastik231205's solution](#)

**788.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**789.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[aastik231205's solution](#)

**790.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[aastik231205's solution](#)

**791.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[aastik231205's solution](#)

**792.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[aastik231205's solution](#)

**793.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[aastik231205's solution](#)

**794.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[aastik231205's solution](#)

**795.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[aastik231205's solution](#)

**796.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[aastik231205's solution](#)

**797.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[aastik231205's solution](#)

**798.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[aastik231205's solution](#)

**799.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[aastik231205's solution](#)

**800.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[aastik231205's solution](#)

**801.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2025-05-23 · last AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[aastik231205's solution](#)

**802.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aastik231205's solution](#)

**803.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[aastik231205's solution](#)

**804.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[aastik231205's solution](#)

**805.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[aastik231205's solution](#)

**806.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, graphs, implementation

[aastik231205's solution](#)

**807.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[aastik231205's solution](#)

**808.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**809.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[aastik231205's solution](#)

**810.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math

[aastik231205's solution](#)

**811.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[aastik231205's solution](#)

**812.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[aastik231205's solution](#)

**813.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[aastik231205's solution](#)

**814.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aastik231205's solution](#)

**815.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[aastik231205's solution](#)

**816.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy, sortings

[aastik231205's solution](#)

**817.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2025-01-28 · last AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[aastik231205's solution](#)

**818.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[aastik231205's solution](#)

**819.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aastik231205's solution](#)

**820.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[aastik231205's solution](#)

**821.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, hashing, number theory

[aastik231205's solution](#)

**822.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[aastik231205's solution](#)

**823.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[aastik231205's solution](#)

**824.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aastik231205's solution](#)

**825.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[aastik231205's solution](#)

**826.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aastik231205's solution](#)

**827.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation

[aastik231205's solution](#)

**828.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[aastik231205's solution](#)

**829.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[aastik231205's solution](#)

**830.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[aastik231205's solution](#)

**831.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[aastik231205's solution](#)

**832.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[aastik231205's solution](#)

**833.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, strings

[aastik231205's solution](#)

**834.**

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**835.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[aastik231205's solution](#)

**836.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[aastik231205's solution](#)

**837.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[aastik231205's solution](#)

**838.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aastik231205's solution](#)

**839.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[aastik231205's solution](#)

**840.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[aastik231205's solution](#)

**841.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[aastik231205's solution](#)

**842.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[aastik231205's solution](#)

**843.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[aastik231205's solution](#)

**844.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[aastik231205's solution](#)

**845.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[aastik231205's solution](#)

**846.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[aastik231205's solution](#)

**847.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[aastik231205's solution](#)

**848.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[aastik231205's solution](#)

**849.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 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

[aastik231205's solution](#)

**850.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[aastik231205's solution](#)

**851.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[aastik231205's solution](#)

**852.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[aastik231205's solution](#)

**853.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[aastik231205's solution](#)

**854.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[aastik231205's solution](#)

**855.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[aastik231205's solution](#)

**856.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math  
[aastik231205's solution](#)

**857.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers  
[aastik231205's solution](#)

**858.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[aastik231205's solution](#)

**859.**

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**860.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs  
[aastik231205's solution](#)

**861.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math, sortings  
[aastik231205's solution](#)

**862.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[aastik231205's solution](#)

**863.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory  
[aastik231205's solution](#)

**864.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings  
[aastik231205's solution](#)

**865.**

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[aastik231205's solution](#)

**866.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: games

[aastik231205's solution](#)

**867.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 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

[aastik231205's solution](#)

**868.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**869.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[aastik231205's solution](#)

**870.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[aastik231205's solution](#)

**871.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[aastik231205's solution](#)

**872.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[aastik231205's solution](#)

**873.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[aastik231205's solution](#)

**874.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[aastik231205's solution](#)

**875.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[aastik231205's solution](#)

**876.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings  
[aastik231205's solution](#)

**877.**

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive  
[aastik231205's solution](#)

**878.**

2211C2

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

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy  
[aastik231205's solution](#)

**879.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory  
[aastik231205's solution](#)

**880.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees  
[aastik231205's solution](#)

**881.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive  
[aastik231205's solution](#)

**882.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[aastik231205's solution](#)

**883.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[aastik231205's solution](#)

**884.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[aastik231205's solution](#)

**885.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers  
[aastik231205's solution](#)

**886.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[aastik231205's solution](#)

**887.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[aastik231205's solution](#)

**888.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[aastik231205's solution](#)

**889.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[aastik231205's solution](#)

**890.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,201 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[aastik231205's solution](#)

**891.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[aastik231205's solution](#)

**892.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**893.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[aastik231205's solution](#)

**894.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[aastik231205's solution](#)

**895.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[aastik231205's solution](#)

**896.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[aastik231205's solution](#)

**897.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[aastik231205's solution](#)

**898.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[aastik231205's solution](#)

**899.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[aastik231205's solution](#)

**900.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aastik231205's solution](#)

**901.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[aastik231205's solution](#)

**902.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[aastik231205's solution](#)

**903.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[aastik231205's solution](#)

**904.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[aastik231205's solution](#)

**905.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[aastik231205's solution](#)

**906.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs  
[aastik231205's solution](#)

**907.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry  
[aastik231205's solution](#)

**908.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy  
[aastik231205's solution](#)

**909.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp  
[aastik231205's solution](#)

**910.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees  
[aastik231205's solution](#)

**911.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers  
[aastik231205's solution](#)

**912.**

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  
[aastik231205's solution](#)

**913.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[aastik231205's solution](#)

**914.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers  
[aastik231205's solution](#)

**915.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math  
[aastik231205's solution](#)

**916.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[aastik231205's solution](#)

**917.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[aastik231205's solution](#)

**918.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[aastik231205's solution](#)

**919.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[aastik231205's solution](#)

**920.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[aastik231205's solution](#)

**921.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[aastik231205's solution](#)

**922.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aastik231205's solution](#)

**923.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[aastik231205's solution](#)

**924.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths

[aastik231205's solution](#)

**925.**

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

[aastik231205's solution](#)

**926.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[aastik231205's solution](#)

**927.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[aastik231205's solution](#)

**928.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[aastik231205's solution](#)

**929.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[aastik231205's solution](#)

**930.**

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[aastik231205's solution](#)

**931.**

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[aastik231205's solution](#)

**932.**

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aastik231205's solution](#)

**933.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[aastik231205's solution](#)

**934.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[aastik231205's solution](#)

**935.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[aastik231205's solution](#)

**936.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[aastik231205's solution](#)

**937.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[aastik231205's solution](#)

**938.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aastik231205's solution](#)

**939.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[aastik231205's solution](#)

**940.**

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[aastik231205's solution](#)

**941.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[aastik231205's solution](#)

**942.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[aastik231205's solution](#)

**943.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[aastik231205's solution](#)

**944.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[aastik231205's solution](#)

**945.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aastik231205's solution](#)

**946.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[aastik231205's solution](#)

**947.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[aastik231205's solution](#)

**948.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[aastik231205's solution](#)

**949.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aastik231205's solution](#)

**950.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[aastik231205's solution](#)

**951.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[aastik231205's solution](#)

**952.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[aastik231205's solution](#)

**953.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[aastik231205's solution](#)

**954.**

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[aastik231205's solution](#)

**955.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, divide and conquer, greedy, shortest paths

[aastik231205's solution](#)

**956.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[aastik231205's solution](#)

**957.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[aastik231205's solution](#)

**958.**

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[aastik231205's solution](#)

**959.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[aastik231205's solution](#)

**960.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[aastik231205's solution](#)

**961.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[aastik231205's solution](#)

**962.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[aastik231205's solution](#)

**963.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aastik231205's solution](#)

**964.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[aastik231205's solution](#)

**965.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[aastik231205's solution](#)

**966.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,413 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[aastik231205's solution](#)

**967.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aastik231205's solution](#)

**968.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[aastik231205's solution](#)

**969.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[aastik231205's solution](#)

**970.**

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

[aastik231205's solution](#)

**971.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[aastik231205's solution](#)

**972.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[aastik231205's solution](#)

**973.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[aastik231205's solution](#)

**974.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[aastik231205's solution](#)

**975.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[aastik231205's solution](#)

**976.**

1791G2

[Teleporters \(Hard Version\) · Tutorial](#)

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[aastik231205's solution](#)

**977.**

2050G

[Tree Destruction · Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[aastik231205's solution](#)

**978.**

1895D

[XOR Construction · Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[aastik231205's solution](#)

**979.**

1957D

[A BIT of an Inequality · Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math

[aastik231205's solution](#)

**980.**

1842D

[Tenzing and His Animal Friends · Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[aastik231205's solution](#)

**981.**

1744E2

[Divisible Numbers \(hard version\) · Tutorial](#)

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[aastik231205's solution](#)

**982.**

1774E

[Two Chess Pieces · Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aastik231205's solution](#)

**983.**

1882D

[Tree XOR · Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[aastik231205's solution](#)

**984.**

1866C

[Completely Searching for Inversions · Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[aastik231205's solution](#)

**985.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[aastik231205's solution](#)

**986.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[aastik231205's solution](#)

**987.**

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**988.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[aastik231205's solution](#)

**989.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[aastik231205's solution](#)

**990.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[aastik231205's solution](#)

**991.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[aastik231205's solution](#)

**992.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aastik231205's solution](#)

**993.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[aastik231205's solution](#)

**994.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[aastik231205's solution](#)

**995.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[aastik231205's solution](#)

**996.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[aastik231205's solution](#)

**997.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[aastik231205's solution](#)

**998.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 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

[aastik231205's solution](#)

**999.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[aastik231205's solution](#)

**1000.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[aastik231205's solution](#)

**1001.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aastik231205's solution](#)

**1002.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[aastik231205's solution](#)

**1003.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[aastik231205's solution](#)

**1004.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[aastik231205's solution](#)

**1005.**

1968G1

[Division + LCP \(easy version\) · Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[aastik231205's solution](#)**1006.**

1673D

[Lost Arithmetic Progression · Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[aastik231205's solution](#)**1007.**

1977C

[Nikita and LCM · Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[aastik231205's solution](#)**1008.**

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

[aastik231205's solution](#)**1009.**

2042D

[Recommendations · Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[aastik231205's solution](#)**1010.**

2038G

[Guess One Character · Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[aastik231205's solution](#)**1011.**

2029D

[Cool Graph · Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[aastik231205's solution](#)**1012.**

1986F

[Non-academic Problem · Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-24 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[aastik231205's solution](#)**1013.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[aastik231205's solution](#)**1014.**

1095F

[Make It Connected · Tutorial](#)

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[aastik231205's solution](#)

**1015.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[aastik231205's solution](#)

**1016.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[aastik231205's solution](#)

**1017.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[aastik231205's solution](#)

**1018.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[aastik231205's solution](#)

**1019.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[aastik231205's solution](#)

**1020.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1021.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[aastik231205's solution](#)

**1022.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[aastik231205's solution](#)

**1023.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[aastik231205's solution](#)

**1024.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[aastik231205's solution](#)

**1025.**

1980F1

[Field Division \(easy version\) · Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings  
[aastik231205's solution](#)

**1026.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive  
[aastik231205's solution](#)

**1027.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory  
[aastik231205's solution](#)

**1028.**

1970G1

[Min-Fund Prison \(Easy\) · Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees  
[aastik231205's solution](#)

**1029.**

1888D2

[Dances \(Hard Version\) · Tutorial](#)

Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math  
[aastik231205's solution](#)

**1030.**

1759G

[Restore the Permutation · Tutorial](#)

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[aastik231205's solution](#)

**1031.**

1898D

[Absolute Beauty · Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**1032.**

1891D

[Suspicious logarithms · Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[aastik231205's solution](#)

**1033.**

1561D2

[Up the Strip · Tutorial](#)

Rating: 1900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory  
[aastik231205's solution](#)

**1034.**

1749D

[Counting Arrays · Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[aastik231205's solution](#)

**1035.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees  
[aastik231205's solution](#)

**1036.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math  
[aastik231205's solution](#)

**1037.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search  
[aastik231205's solution](#)

**1038.**

2215B

[RReeppeettiitiiioon](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory  
[aastik231205's solution](#)

**1039.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy  
[aastik231205's solution](#)

**1040.**

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[aastik231205's solution](#)

**1041.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation  
[aastik231205's solution](#)

**1042.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings  
[aastik231205's solution](#)

**1043.**

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings  
[aastik231205's solution](#)

**1044.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[aastik231205's solution](#)

**1045.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[aastik231205's solution](#)

**1046.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs  
[aastik231205's solution](#)

**1047.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory  
[aastik231205's solution](#)

**1048.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees  
[aastik231205's solution](#)

**1049.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math  
[aastik231205's solution](#)

**1050.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[aastik231205's solution](#)

**1051.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[aastik231205's solution](#)

**1052.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math  
[aastik231205's solution](#)

**1053.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees  
[aastik231205's solution](#)

**1054.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[aastik231205's solution](#)

**1055.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[aastik231205's solution](#)

**1056.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[aastik231205's solution](#)

**1057.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[aastik231205's solution](#)

**1058.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[aastik231205's solution](#)

**1059.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[aastik231205's solution](#)

**1060.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[aastik231205's solution](#)

**1061.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[aastik231205's solution](#)

**1062.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[aastik231205's solution](#)

**1063.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[aastik231205's solution](#)

**1064.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[aastik231205's solution](#)

**1065.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[aastik231205's solution](#)

**1066.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[aastik231205's solution](#)

**1067.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[aastik231205's solution](#)

**1068.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[aastik231205's solution](#)

**1069.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[aastik231205's solution](#)

**1070.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[aastik231205's solution](#)

**1071.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[aastik231205's solution](#)

**1072.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[aastik231205's solution](#)

**1073.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[aastik231205's solution](#)

**1074.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[aastik231205's solution](#)

**1075.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[aastik231205's solution](#)

**1076.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[aastik231205's solution](#)

**1077.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[aastik231205's solution](#)

**1078.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp  
[aastik231205's solution](#)

**1079.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[aastik231205's solution](#)

**1080.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[aastik231205's solution](#)

**1081.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities  
[aastik231205's solution](#)

**1082.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[aastik231205's solution](#)

**1083.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[aastik231205's solution](#)

**1084.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers  
[aastik231205's solution](#)

**1085.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[aastik231205's solution](#)

**1086.**

766D

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

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[aastik231205's solution](#)

**1087.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[aastik231205's solution](#)

**1088.**

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[aastik231205's solution](#)

**1089.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[aastik231205's solution](#)

**1090.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[aastik231205's solution](#)

**1091.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[aastik231205's solution](#)

**1092.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[aastik231205's solution](#)

**1093.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[aastik231205's solution](#)

**1094.**

803F

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

Quality: 4,642 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[aastik231205's solution](#)

**1095.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[aastik231205's solution](#)

**1096.**

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[aastik231205's solution](#)

**1097.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**1098.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[aastik231205's solution](#)

**1099.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aastik231205's solution](#)

**1100.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[aastik231205's solution](#)

**1101.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[aastik231205's solution](#)

**1102.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[aastik231205's solution](#)

**1103.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[aastik231205's solution](#)

**1104.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[aastik231205's solution](#)

**1105.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[aastik231205's solution](#)

**1106.**

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[aastik231205's solution](#)

**1107.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[aastik231205's solution](#)

**1108.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[aastik231205's solution](#)

**1109.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[aastik231205's solution](#)

**1110.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[aastik231205's solution](#)

**1111.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[aastik231205's solution](#)

**1112.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[aastik231205's solution](#)

**1113.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[aastik231205's solution](#)

**1114.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[aastik231205's solution](#)

**1115.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[aastik231205's solution](#)

**1116.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[aastik231205's solution](#)

**1117.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs

[aastik231205's solution](#)

**1118.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[aastik231205's solution](#)

**1119.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[aastik231205's solution](#)

**1120.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[aastik231205's solution](#)

**1121.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[aastik231205's solution](#)

**1122.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[aastik231205's solution](#)

**1123.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[aastik231205's solution](#)

**1124.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games,

math, probabilities, sortings, strings, trees

[aastik231205's solution](#)

**1125.**

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[aastik231205's solution](#)

**1126.**

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[aastik231205's solution](#)

**1127.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[aastik231205's solution](#)

**1128.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[aastik231205's solution](#)

**1129.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[aastik231205's solution](#)

**1130.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[aastik231205's solution](#)

**1131.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[aastik231205's solution](#)

**1132.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[aastik231205's solution](#)

**1133.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[aastik231205's solution](#)

**1134.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[aastik231205's solution](#)

### 1135.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[aastik231205's solution](#)

### 1136.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[aastik231205's solution](#)

### 1137.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

### 1138.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[aastik231205's solution](#)

### 1139.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[aastik231205's solution](#)

### 1140.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[aastik231205's solution](#)

### 1141.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[aastik231205's solution](#)

### 1142.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[aastik231205's solution](#)

### 1143.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[aastik231205's solution](#)

**1144.**

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[aastik231205's solution](#)

**1145.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, strings

[aastik231205's solution](#)

**1146.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[aastik231205's solution](#)

**1147.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[aastik231205's solution](#)

**1148.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[aastik231205's solution](#)

**1149.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[aastik231205's solution](#)

**1150.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[aastik231205's solution](#)

**1151.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[aastik231205's solution](#)

**1152.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[aastik231205's solution](#)

**1153.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[aastik231205's solution](#)

**1154.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 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

[aastik231205's solution](#)

**1155.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[aastik231205's solution](#)

**1156.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[aastik231205's solution](#)

**1157.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[aastik231205's solution](#)

**1158.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[aastik231205's solution](#)

**1159.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1160.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[aastik231205's solution](#)

**1161.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[aastik231205's solution](#)

**1162.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[aastik231205's solution](#)

**1163.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[aastik231205's solution](#)

**1164.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[aastik231205's solution](#)

**1165.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[aastik231205's solution](#)

**1166.**

2216E

[Oriented Journey](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[aastik231205's solution](#)

**1167.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[aastik231205's solution](#)

**1168.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[aastik231205's solution](#)

**1169.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[aastik231205's solution](#)

**1170.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[aastik231205's solution](#)

**1171.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[aastik231205's solution](#)

**1172.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[aastik231205's solution](#)

**1173.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[aastik231205's solution](#)

**1174.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[aastik231205's solution](#)

**1175.**

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[aastik231205's solution](#)

**1176.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[aastik231205's solution](#)

**1177.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[aastik231205's solution](#)

**1178.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[aastik231205's solution](#)

**1179.**

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[aastik231205's solution](#)

**1180.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[aastik231205's solution](#)

**1181.**

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[aastik231205's solution](#)

**1182.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[aastik231205's solution](#)

**1183.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[aastik231205's solution](#)

**1184.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[aastik231205's solution](#)

**1185.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aastik231205's solution](#)

**1186.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[aastik231205's solution](#)

**1187.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[aastik231205's solution](#)

**1188.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[aastik231205's solution](#)

**1189.**

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[aastik231205's solution](#)

**1190.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[aastik231205's solution](#)

**1191.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[aastik231205's solution](#)

**1192.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, number theory, shortest paths

[aastik231205's solution](#)

**1193.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number

theory

[aastik231205's solution](#)

**1194.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[aastik231205's solution](#)

**1195.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[aastik231205's solution](#)

**1196.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[aastik231205's solution](#)

**1197.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[aastik231205's solution](#)

**1198.**

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aastik231205's solution](#)

**1199.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aastik231205's solution](#)

**1200.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[aastik231205's solution](#)

**1201.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[aastik231205's solution](#)

**1202.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[aastik231205's solution](#)

**1203.**

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[aastik231205's solution](#)

**1204.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[aastik231205's solution](#)

**1205.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[aastik231205's solution](#)

**1206.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[aastik231205's solution](#)

**1207.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[aastik231205's solution](#)

**1208.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1209.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[aastik231205's solution](#)

**1210.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[aastik231205's solution](#)

**1211.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[aastik231205's solution](#)

**1212.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[aastik231205's solution](#)

**1213.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[aastik231205's solution](#)

**1214.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[aastik231205's solution](#)

**1215.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[aastik231205's solution](#)

**1216.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[aastik231205's solution](#)

**1217.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[aastik231205's solution](#)

**1218.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[aastik231205's solution](#)

**1219.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[aastik231205's solution](#)

**1220.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths

[aastik231205's solution](#)

**1221.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[aastik231205's solution](#)

**1222.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[aastik231205's solution](#)

**1223.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-12-31 · last AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[aastik231205's solution](#)

**1224.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[aastik231205's solution](#)

**1225.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[aastik231205's solution](#)

**1226.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[aastik231205's solution](#)

**1227.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[aastik231205's solution](#)

**1228.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[aastik231205's solution](#)

**1229.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[aastik231205's solution](#)

**1230.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[aastik231205's solution](#)

**1231.**

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[aastik231205's solution](#)

**1232.**

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[aastik231205's solution](#)

**1233.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[aastik231205's solution](#)

**1234.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[aastik231205's solution](#)

**1235.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aastik231205's solution](#)

**1236.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[aastik231205's solution](#)

**1237.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[aastik231205's solution](#)

**1238.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[aastik231205's solution](#)

**1239.**

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

[aastik231205's solution](#)

**1240.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, hashing, sortings

[aastik231205's solution](#)

**1241.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[aastik231205's solution](#)

**1242.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[aastik231205's solution](#)

**1243.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory  
[aastik231205's solution](#)

**1244.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing  
[aastik231205's solution](#)

**1245.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[aastik231205's solution](#)

**1246.**

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**1247.**

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**1248.**

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aastik231205's solution](#)

**1249.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[aastik231205's solution](#)

**1250.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp  
[aastik231205's solution](#)

**1251.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings  
[aastik231205's solution](#)

**1252.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[aastik231205's solution](#)

**1253.**

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[aastik231205's solution](#)

**1254.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[aastik231205's solution](#)

**1255.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[aastik231205's solution](#)

**1256.**

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[aastik231205's solution](#)

**1257.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[aastik231205's solution](#)

**1258.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[aastik231205's solution](#)

**1259.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[aastik231205's solution](#)

**1260.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[aastik231205's solution](#)

**1261.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[aastik231205's solution](#)

**1262.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[aastik231205's solution](#)

**1263.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aastik231205's solution](#)

**1264.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[aastik231205's solution](#)

**1265.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[aastik231205's solution](#)

**1266.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[aastik231205's solution](#)

**1267.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[aastik231205's solution](#)

**1268.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[aastik231205's solution](#)

**1269.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, number theory

[aastik231205's solution](#)

**1270.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[aastik231205's solution](#)

**1271.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[aastik231205's solution](#)

**1272.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[aastik231205's solution](#)

**1273.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[aastik231205's solution](#)

**1274.**

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[aastik231205's solution](#)

**1275.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[aastik231205's solution](#)

**1276.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[aastik231205's solution](#)

**1277.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[aastik231205's solution](#)

**1278.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[aastik231205's solution](#)

**1279.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[aastik231205's solution](#)

**1280.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[aastik231205's solution](#)

**1281.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[aastik231205's solution](#)

**1282.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, dsu, greedy, trees

[aastik231205's solution](#)

**1283.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[aastik231205's solution](#)

**1284.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[aastik231205's solution](#)

**1285.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[aastik231205's solution](#)

**1286.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[aastik231205's solution](#)

**1287.**

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[aastik231205's solution](#)

**1288.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[aastik231205's solution](#)

**1289.**

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[aastik231205's solution](#)

**1290.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[aastik231205's solution](#)

**1291.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[aastik231205's solution](#)

**1292.**

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[aastik231205's solution](#)

### 1293.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[aastik231205's solution](#)

### 1294.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[aastik231205's solution](#)

### 1295.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[aastik231205's solution](#)

### 1296.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[aastik231205's solution](#)

### 1297.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[aastik231205's solution](#)

### 1298.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math, number theory

[aastik231205's solution](#)

### 1299.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft

[aastik231205's solution](#)

### 1300.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[aastik231205's solution](#)

### 1301.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[aastik231205's solution](#)

### 1302.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy,

math

[aastik231205's solution](#)

**1303.**

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive  
[aastik231205's solution](#)

**1304.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings  
[aastik231205's solution](#)

**1305.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp  
[aastik231205's solution](#)

**1306.**

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math  
[aastik231205's solution](#)

**1307.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[aastik231205's solution](#)

**1308.**

2225B

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

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[aastik231205's solution](#)

**1309.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[aastik231205's solution](#)

**1310.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[aastik231205's solution](#)

**1311.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math  
[aastik231205's solution](#)

**1312.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[aastik231205's solution](#)

**1313.**

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1314.**

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1315.**

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1316.**

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1317.**

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1318.**

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1319.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1320.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1321.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1322.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1323.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1324.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1325.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1326.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1327.**

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1328.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1329.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1330.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1331.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1332.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1333.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1334.**

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1335.**

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1336.**

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1337.**

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1338.**

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1339.**

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1340.**

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1341.**

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · last AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1342.**

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1343.**

105394C

[Coycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1344.**

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1345.**

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1346.**

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1347.**

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1348.**

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1349.**

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1350.**

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1351.**

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1352.**

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1353.**

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1354.**

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1355.**

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1356.**

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1357.**

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1358.**

105444M

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

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1359.**

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1360.**

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1361.**

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1362.**

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1363.**

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1364.**

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1365.**

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1366.**

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1367.**

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1368.**

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1369.**

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1370.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1371.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1372.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1373.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1374.**

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1375.**

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1376.**

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1377.**

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1378.**

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1379.**

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · last AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1380.**

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1381.**

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1382.**

105446J

[Jabber Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aastik231205's solution](#)

**1383.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1384.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1385.**

105446B

[Budget Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · last AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1386.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1387.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1388.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1389.**

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aastik231205's solution](#)

**1390.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1391.**

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1392.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1393.**

103446D

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

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1394.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1395.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1396.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1397.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1398.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1399.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1400.**

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1401.**

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1402.**

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1403.**

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1404.**

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1405.**

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1406.**

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1407.**

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1408.**

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1409.**

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1410.**

106164M

[Merticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1411.**

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1412.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1413.**

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1414.**

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1415.**

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1416.**

106124C

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

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1417.**

106124I

[Instagraph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1418.**

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1419.**

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1420.**

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1421.**

106167N

[Natural Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1422.**

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1423.**

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1424.**

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1425.**

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1426.**

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1427.**

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1428.**

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1429.**

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1430.**

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1431.**

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1432.**

106241A

[Ya Sabah EI GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1433.**

106241F

[GCD <-> LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1434.**

106241B

[Bouncing Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1435.**

106241J

[Zaseb El Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1436.**

106241H

[Yasser and Arithmetic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1437.**

106241N

[Ma3rofa 2Isra7a](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1438.**

106241E

[Sheesh El Beesh](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1439.**

106241D

[Mini-Max Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1440.**

106160B

[Boggle Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1441.**

106160A

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

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1442.**

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1443.**

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1444.**

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1445.**

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1446.**

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1447.**

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1448.**

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1449.**

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1450.**

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1451.**

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1452.**

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1453.**

106144L

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

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1454.**

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1455.**

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1456.**

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1457.**

106144G

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

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1458.**

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1459.**

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1460.**

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1461.**

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1462.**

106157H

[Hybrid Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1463.**

106157E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1464.**

106157L

[Last Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1465.**

106157C

[Colourful Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1466.**

106157B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1467.**

106157G

[Get Good](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1468.**

106157J

[Joust Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1469.**

106157M

[Motorway Stops](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1470.**

106157I

[Itsy Bits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1471.**

106157F

[Fell Walking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1472.**

105321K

[Typographic Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1473.**

105321J

[Never Add Up to X](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1474.**

105321L

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1475.**

105321B

[Period Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1476.**

105321N

[New Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1477.**

105321G

[Garlands](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1478.**

105321F

[Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1479.**

105321D

[Duo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1480.**

106054E

[Execution](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1481.**

106054B

[Block sum array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1482.**

106054A

[Artifact to print](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1483.**

106054G

[Going to the kiosk](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1484.**

106054C

[Circularly](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1485.**

106054I

[Inés and her compitas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1486.**

106054N

[Nothofagus antarctica](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1487.**

106054L

[Lakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1488.**

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1489.**

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1490.**

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1491.**

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1492.**

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1493.**

106073C

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

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1494.**

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1495.**

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1496.**

105493B

[Scientific Hypotheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1497.**

105493G

[Exhausting Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1498.**

105493C

[Tomorrow Will Be Better Than Yesterday](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1499.**

105493F

[Volunteering](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1500.**

105493H

[Tiring Wait](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1501.**

105493D

[Conspiracy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1502.**

105493I

[Fair Diversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1503.**

105493A

[New Functionality](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1504.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1505.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1506.**

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1507.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1508.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1509.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1510.**

105465B

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

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1511.**

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1512.**

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1513.**

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1514.**

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1515.**

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1516.**

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1517.**

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1518.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1519.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1520.**

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1521.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1522.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1523.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1524.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1525.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1526.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1527.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1528.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1529.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1530.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1531.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1532.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1533.**

106007G

[Nim Game In Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1534.**

106007M

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

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1535.**

106007L

[Equalize](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1536.**

106007D

[Master of the Arena](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1537.**

106007H

[Minimum Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1538.**

106007K

[And X Elements](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1539.**

106007A

[GCD MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1540.**

106007I

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

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1541.**

106007F

[Meen 3mk?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1542.**

106020A

[Tree Labeling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1543.**

106020E

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1544.**

106020J

[AND Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1545.**

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1546.**

106020H

[Mexican Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1547.**

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1548.**

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1549.**

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1550.**

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1551.**

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1552.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1553.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1554.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1555.**

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1556.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1557.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1558.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1559.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1560.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1561.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1562.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1563.**

105562A

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

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1564.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1565.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1566.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1567.**

105822E

[Anti-Sorting Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1568.**

105822D

[Beaverland](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1569.**

105822B

[Kites](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1570.**

105822C

[Feeding Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1571.**

105822A

[Nice Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1572.**

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1573.**

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1574.**

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1575.**

105588M

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

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1576.**

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1577.**

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1578.**

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1579.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1580.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1581.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1582.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1583.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1584.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1585.**

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1586.**

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aastik231205's solution](#)

**1587.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aastik231205's solution](#)

**1588.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1589.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aastik231205's solution](#)

**1590.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aastik231205's solution](#)

**1591.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1592.**

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1593.**

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1594.**

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1595.**

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aastik231205's solution](#)

**1596.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aastik231205's solution](#)

**1597.**

105657M

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

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aastik231205's solution](#)

**1598.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aastik231205's solution](#)

**1599.**

105657K

[Kind of Bingo](#) · Tutorial

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1600.**

105657A

[AUS](#) · Tutorial

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aastik231205's solution](#)

**1601.**

105657E

[Elevator II](#) · Tutorial

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1602.**

105677B

[Divine Gifting](#) · Tutorial

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1603.**

105677G

[Guess How the Ballet Will End](#) · Tutorial

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1604.**

105677I

[Divination](#) · Tutorial

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1605.**

105677M

[Ook? Ook!](#) · Tutorial

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1606.**

105677H

[The king of SWERC](#) · Tutorial

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1607.**

105677D

[Temple Architecture](#) · Tutorial

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[aastik231205's solution](#)

**1608.**

105789D

[Dangerous City](#) · Tutorial

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aastik231205's solution](#)

**1609.**

105789G

[Game of Pieces](#) · Tutorial

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aastik231205's solution](#)

**1610.**

105789I

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aastik231205's solution](#)

**1611.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aastik231205's solution](#)

**1612.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aastik231205's solution](#)

**1613.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory

[aastik231205's solution](#)

**1614.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[aastik231205's solution](#)

**1615.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, geometry

[aastik231205's solution](#)

**1616.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive

[aastik231205's solution](#)

**1617.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[aastik231205's solution](#)

**1618.**

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[aastik231205's solution](#)

**1619.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[aastik231205's solution](#)

**1620.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[aastik231205's solution](#)

## 1621.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[aastik231205's solution](#)

## 1622.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[aastik231205's solution](#)

## 1623.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[aastik231205's solution](#)

## 1624.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aastik231205's solution](#)