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Unique solved — abc864197532

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

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

Filters: none

Count: 6,434

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,768 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

2.

2218C

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

Quality: 26,418 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

3.

2218B

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

Quality: 33,668 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

4.

2218A

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

Quality: 34,902 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[abc864197532's solution](#)

5.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,541 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[abc864197532's solution](#)

6.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,741 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

7.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[abc864197532's solution](#)

8.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,123 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[abc864197532's solution](#)

9.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

10.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[abc864197532's solution](#)

11.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,985 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

12.

2192A

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

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[abc864197532's solution](#)

13.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

14.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,701 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[abc864197532's solution](#)

15.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,084 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

16.

2184A

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

Quality: 38,085 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

17.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[abc864197532's solution](#)

18.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[abc864197532's solution](#)

19.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[abc864197532's solution](#)

20.

2178A

[Yes or Yes](#) · [Tutorial](#)

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

[abc864197532's solution](#)

21.

2179B

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

Quality: 28,337 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

22.

2179A

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

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

[abc864197532's solution](#)

23.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[abc864197532's solution](#)

24.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[abc864197532's solution](#)

25.

2176A

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

Quality: 29,071 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

26.

2173A

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

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

27.

2170A

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

Quality: 19,926 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[abc864197532's solution](#)

28.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

29.

2163A

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

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[abc864197532's solution](#)

30.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[abc864197532's solution](#)

31.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[abc864197532's solution](#)

32.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,872 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[abc864197532's solution](#)

33.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[abc864197532's solution](#)

34.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

35.

2145A

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

Quality: 30,758 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[abc864197532's solution](#)

36.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

37.

2149B

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

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

38.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,906 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[abc864197532's solution](#)

39.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

40.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

41.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[abc864197532's solution](#)

42.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[abc864197532's solution](#)

43.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[abc864197532's solution](#)

44.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,422 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[abc864197532's solution](#)

45.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

46.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

47.

2134A

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

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[abc864197532's solution](#)

48.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

49.

2131B

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

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

50.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

51.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

52.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

53.

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[abc864197532's solution](#)

54.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

55.

2126B

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

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

56.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[abc864197532's solution](#)

57.

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

58.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[abc864197532's solution](#)

59.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

60.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

61.

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[abc864197532's solution](#)

62.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[abc864197532's solution](#)

63.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,282 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

64.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

65.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[abc864197532's solution](#)

66.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[abc864197532's solution](#)

67.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[abc864197532's solution](#)

68.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

69.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

70.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

71.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[abc864197532's solution](#)

72.

2109A

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

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[abc864197532's solution](#)

73.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[abc864197532's solution](#)

74.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[abc864197532's solution](#)

75.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[abc864197532's solution](#)

76.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

77.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[abc864197532's solution](#)

78.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

79.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[abc864197532's solution](#)

80.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

81.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[abc864197532's solution](#)

82.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[abc864197532's solution](#)

83.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[abc864197532's solution](#)

84.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

85.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[abc864197532's solution](#)

86.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

87.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

88.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

89.

2072A

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

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

90.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings
[abc864197532's solution](#)

91.

2065A

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

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[abc864197532's solution](#)

92.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[abc864197532's solution](#)

93.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

94.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[abc864197532's solution](#)

95.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[abc864197532's solution](#)

96.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

97.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[abc864197532's solution](#)

98.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

99.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,758 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

100.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[abc864197532's solution](#)

101.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

102.

2048A

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

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

[abc864197532's solution](#)

103.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

104.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

105.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

106.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[abc864197532's solution](#)

107.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

108.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[abc864197532's solution](#)

109.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[abc864197532's solution](#)

110.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[abc864197532's solution](#)

111.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

112.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

113.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

114.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

115.

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[abc864197532's solution](#)

116.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

117.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

118.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

119.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[abc864197532's solution](#)

120.

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
[abc864197532's solution](#)

121.

2033A

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

Quality: 41,162 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[abc864197532's solution](#)

122.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[abc864197532's solution](#)

123.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[abc864197532's solution](#)

124.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[abc864197532's solution](#)

125.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[abc864197532's solution](#)

126.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

127.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

128.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

129.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,480 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[abc864197532's solution](#)

130.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[abc864197532's solution](#)

131.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[abc864197532's solution](#)

132.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[abc864197532's solution](#)

133.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

134.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

135.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[abc864197532's solution](#)

136.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

137.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

138.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

139.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

140.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[abc864197532's solution](#)

141.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[abc864197532's solution](#)

142.

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
[abc864197532's solution](#)

143.

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
[abc864197532's solution](#)

144.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,933 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

145.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,641 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

146.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

147.

1997A

[Strong Password](#) · [Tutorial](#)

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

[abc864197532's solution](#)

148.

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

[abc864197532's solution](#)

149.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[abc864197532's solution](#)

150.

1996B

[Scale](#) · [Tutorial](#)

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

[abc864197532's solution](#)

151.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[abc864197532's solution](#)

152.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: strings

[abc864197532's solution](#)

153.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

154.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

155.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[abc864197532's solution](#)

156.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

157.

1987A

[Upload More RAM](#) · [Tutorial](#)

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

[abc864197532's solution](#)

158.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

159.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[abc864197532's solution](#)

160.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[abc864197532's solution](#)

161.

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
[abc864197532's solution](#)

162.

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
[abc864197532's solution](#)

163.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

164.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

165.

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
[abc864197532's solution](#)

166.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[abc864197532's solution](#)

167.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math
[abc864197532's solution](#)

168.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[abc864197532's solution](#)

169.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,199 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[abc864197532's solution](#)

170.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[abc864197532's solution](#)

171.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[abc864197532's solution](#)

172.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,917 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

173.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,707 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

174.

1971A

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

Quality: 59,481 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[abc864197532's solution](#)

175.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[abc864197532's solution](#)

176.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

177.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[abc864197532's solution](#)

178.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[abc864197532's solution](#)

179.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[abc864197532's solution](#)

180.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[abc864197532's solution](#)

181.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 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

[abc864197532's solution](#)

182.

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

[abc864197532's solution](#)

183.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

184.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

185.

1950A

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

Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

186.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

187.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

188.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

189.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[abc864197532's solution](#)

190.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[abc864197532's solution](#)

191.

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

192.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[abc864197532's solution](#)

193.

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
[abc864197532's solution](#)

194.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[abc864197532's solution](#)

195.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

196.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

197.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[abc864197532's solution](#)

198.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

199.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

200.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,315 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[abc864197532's solution](#)

201.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[abc864197532's solution](#)

202.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,093 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[abc864197532's solution](#)

203.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,627 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[abc864197532's solution](#)

204.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

205.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[abc864197532's solution](#)

206.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

207.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

208.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[abc864197532's solution](#)

209.

1926A

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

Quality: 62,195 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[abc864197532's solution](#)

210.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

211.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[abc864197532's solution](#)

212.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

213.

1931A

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

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[abc864197532's solution](#)

214.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[abc864197532's solution](#)

215.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

216.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[abc864197532's solution](#)

217.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[abc864197532's solution](#)

218.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

219.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

220.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

221.

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

222.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[abc864197532's solution](#)

223.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

224.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[abc864197532's solution](#)

225.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

226.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[abc864197532's solution](#)

227.

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[abc864197532's solution](#)

228.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[abc864197532's solution](#)

229.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

230.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

231.

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

[abc864197532's solution](#)

232.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

233.

1899A

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

Quality: 92,747 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
[abc864197532's solution](#)

234.

1881A

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

Quality: 59,316 global accepts · Rating: 800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[abc864197532's solution](#)

235.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

236.

1878A

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

Quality: 78,667 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

237.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

238.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
[abc864197532's solution](#)

239.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

240.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,692 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

241.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

242.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

243.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[abc864197532's solution](#)

244.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

245.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

246.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[abc864197532's solution](#)

247.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

248.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
[abc864197532's solution](#)

249.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[abc864197532's solution](#)

250.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,919 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

251.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

252.

1855A

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

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

253.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

254.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[abc864197532's solution](#)

255.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[abc864197532's solution](#)

256.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

257.

1850C

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

Quality: 53,542 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

258.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

259.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

260.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[abc864197532's solution](#)

261.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

262.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[abc864197532's solution](#)

263.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

264.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

265.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

266.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[abc864197532's solution](#)

267.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

268.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[abc864197532's solution](#)

269.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[abc864197532's solution](#)

270.

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[abc864197532's solution](#)

271.

1843B

[Long Long](#) · [Tutorial](#)

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

[abc864197532's solution](#)

272.

1843A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[abc864197532's solution](#)

273.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

274.

1748A

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

Quality: 25,313 global accepts · Rating: 800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[abc864197532's solution](#)

275.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[abc864197532's solution](#)

276.

1841A

[Game with Board](#) · [Tutorial](#)

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

[abc864197532's solution](#)

277.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

278.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

279.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[abc864197532's solution](#)

280.

1831A

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

Quality: 46,300 global accepts · Rating: 800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

281.

1837A

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

Quality: 54,838 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

282.

1833C

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

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

283.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

284.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

285.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[abc864197532's solution](#)

286.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[abc864197532's solution](#)

287.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[abc864197532's solution](#)

288.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,030 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[abc864197532's solution](#)

289.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

290.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

291.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[abc864197532's solution](#)

292.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

293.

1822A

[TubeTube Feed](#) · [Tutorial](#)

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

[abc864197532's solution](#)

294.

1821A

[Matching](#) · [Tutorial](#)

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

[abc864197532's solution](#)

295.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

296.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[abc864197532's solution](#)

297.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[abc864197532's solution](#)

298.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

299.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,450 global accepts · Rating: 800 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

300.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[abc864197532's solution](#)

301.

1811A

[Insert Digit](#) · [Tutorial](#)

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

[abc864197532's solution](#)

302.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[abc864197532's solution](#)

303.

1805A

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Quality: 41,929 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

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304.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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305.

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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306.

1798A

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Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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307.

1809A

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Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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308.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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309.

1807B

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Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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310.

1807A

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Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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311.

1468E

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312.

1773F

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313.

1794A

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Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[abc864197532's solution](#)

314.

1800A

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

[abc864197532's solution](#)

315.

1796A

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Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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316.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

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317.

1789A

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

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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318.

1789B

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Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[abc864197532's solution](#)

319.

1776A

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[abc864197532's solution](#)

320.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[abc864197532's solution](#)

321.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

322.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,994 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

323.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

324.

1791C

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Quality: 74,163 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[abc864197532's solution](#)

325.

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[abc864197532's solution](#)

326.

1791A

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

Quality: 80,613 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

327.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

328.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

329.

1790A

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

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings
[abc864197532's solution](#)

330.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

331.

1777A

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

Quality: 44,010 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

332.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[abc864197532's solution](#)

333.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[abc864197532's solution](#)

334.

1783A

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

Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[abc864197532's solution](#)

335.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[abc864197532's solution](#)

336.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[abc864197532's solution](#)

337.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[abc864197532's solution](#)

338.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

339.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,011 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

340.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

341.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

342.

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

343.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

344.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[abc864197532's solution](#)

345.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

346.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[abc864197532's solution](#)

347.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[abc864197532's solution](#)

348.

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[abc864197532's solution](#)

349.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[abc864197532's solution](#)

350.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math
[abc864197532's solution](#)

351.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

352.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[abc864197532's solution](#)

353.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[abc864197532's solution](#)

354.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

355.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

356.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
[abc864197532's solution](#)

357.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[abc864197532's solution](#)

358.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

359.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[abc864197532's solution](#)

360.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

361.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

362.

1744A

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

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

[abc864197532's solution](#)

363.

1746B

[Rebellion](#) · [Tutorial](#)

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

[abc864197532's solution](#)

364.

1746A

[Maxmina](#) · [Tutorial](#)

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

[abc864197532's solution](#)

365.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

366.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,301 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[abc864197532's solution](#)

367.

1741A

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

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

368.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

369.

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[abc864197532's solution](#)

370.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

371.

1734A

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

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

[abc864197532's solution](#)

372.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

373.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

374.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[abc864197532's solution](#)

375.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

376.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[abc864197532's solution](#)

377.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

378.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

379.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

380.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

381.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

382.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

383.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
[abc864197532's solution](#)

384.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

385.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[abc864197532's solution](#)

386.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[abc864197532's solution](#)

387.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[abc864197532's solution](#)

388.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

389.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[abc864197532's solution](#)

390.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

391.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

392.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

393.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

394.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[abc864197532's solution](#)

395.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

396.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

397.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[abc864197532's solution](#)

398.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[abc864197532's solution](#)

399.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

400.

1711A

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Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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1017A

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402.

1706A

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404.

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1705A

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1703C

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1703B

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1703A

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1702B

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1701B

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1696A

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1700A

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1695A

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421.

1694A

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1692C

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1692A

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427.

1690A

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432.

1686A

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433.

1681A

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1682A

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1684B

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437.

1684A

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438.

1680B

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1680A

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1676A

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1678A

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1670A

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1674B

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1669C

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1669B

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1669A

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455.

1665A

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456.

1661A

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1660B

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458.

1660A

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459.

1586A

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460.

1658B

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1658A

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1561A

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1573A

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1584A

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1602A

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466.

1604A

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467.

1631A

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468.

1637A

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469.

1649A

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470.

1656A

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471.

1657A

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472.

1657B

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473.

1654B

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474.

1654A

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475.

1651B

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476.

1651A

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477.

1650A

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1646B

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1646A

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1642A

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1644B

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1644A

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1638A

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484.

1634A

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1633A

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486.

1633B

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487.

1629B

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488.

1629A

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489.

1626A

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1627A

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1625A

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1624A

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493.

1621A

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494.

1616A

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495.

1623A

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496.

1620A

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497.

1622A

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498.

1615A

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499.

1619B

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500.

1619A

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501.

1617A

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502.

1618B

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503.

1618A

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504.

1591A

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505.

1608A

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506.

1611B

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507.

1611A

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508.

1612A

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509.

1605A

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510.

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511.

1144A

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512.

1108A

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513.

1092A

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514.

1003A

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515.

1582A

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516.

1593A

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517.

1598A

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518.

1571A

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519.

1592A

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520.

1530A

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[abc864197532's solution](#)

521.

1530B

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522.

1579A

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523.

1574A

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524.

1566B

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greedy

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525.

1566A

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526.

1569A

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527.

1567A

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Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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528.

1562A

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[abc864197532's solution](#)

529.

1556A

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530.

1560A

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531.

1560B

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[abc864197532's solution](#)

532.

1560C

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533.

1557A

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[abc864197532's solution](#)

534.

1554A

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[abc864197532's solution](#)

535.

1552A

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536.

1551B1

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[abc864197532's solution](#)

537.

1551A

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[abc864197532's solution](#)

538.

1553A

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[abc864197532's solution](#)

539.

1550A

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[abc864197532's solution](#)

540.

1547A

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541.

1547B

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542.

1542A

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543.

1541A

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544.

1537A

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545.

1534A

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546.

1536A

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547.

1504A

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548.

1538B

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549.

1538A

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Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
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550.

884A

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Quality: 11,283 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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551.

938A

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552.

1535A

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Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

553.

946A

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[abc864197532's solution](#)

554.

1523A

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555.

1526A

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556.

1529A

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557.

1527A

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558.

630A

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Quality: 93,510 global accepts · Rating: 800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[abc864197532's solution](#)

559.

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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560.

1520B

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561.

1520A

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[abc864197532's solution](#)

562.

1515A

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563.

1517A

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564.

1519B

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565.

1519A

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566.

1511A

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567.

1516A

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568.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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569.

1513A

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570.

1512B

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571.

1512A

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572.

1150A

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573.

950A

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[abc864197532's solution](#)

574.

747A

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[abc864197532's solution](#)

575.

999A

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Quality: 25,328 global accepts · Rating: 800 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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576.

1498A

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577.

1506A

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578.

1006A

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579.

988A

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580.

1499A

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Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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581.

1493A

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582.

1104A

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583.

141A

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[abc864197532's solution](#)

584.

629A

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[abc864197532's solution](#)

585.

1064A

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Quality: 25,161 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[abc864197532's solution](#)

586.

1080A

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Quality: 19,175 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

587.

794A

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Quality: 7,774 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

588.

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

589.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

590.

1492A

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Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

591.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

592.

1490A

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Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: greedy, math

[abc864197532's solution](#)

593.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

594.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[abc864197532's solution](#)

595.

1480A

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Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[abc864197532's solution](#)

596.

1481A

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Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[abc864197532's solution](#)

597.

1478A

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

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

598.

1474A

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Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

599.

1473A

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

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[abc864197532's solution](#)

600.

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

601.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[abc864197532's solution](#)

602.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

603.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[abc864197532's solution](#)

604.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

605.

976A

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606.

1459A

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Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
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607.

1465A

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608.

873A

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609.

1462B

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610.

1462A

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611.

1461A

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612.

712A

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613.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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614.

1455A

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Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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615.

1440A

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Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

616.

1457A

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Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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617.

1454B

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618.

1454A

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Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities
[abc864197532's solution](#)

619.

1451A

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[abc864197532's solution](#)

620.

1452C

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621.

1452A

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[abc864197532's solution](#)

622.

1447A

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Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

623.

1438A

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624.

1431A

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625.

1443A

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Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

626.

1445A

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Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

627.

931A

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[abc864197532's solution](#)

628.

1437A

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[abc864197532's solution](#)

629.

837A

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Quality: 10,090 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

630.

1413A

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

[abc864197532's solution](#)

631.

1436A

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[abc864197532's solution](#)

632.

1433B

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Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

633.

1433A

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Quality: 62,647 global accepts · Rating: 800 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

634.

595A

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Quality: 15,502 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

635.

1102A

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Quality: 26,614 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math
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636.

1130A

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Quality: 12,232 global accepts · Rating: 800 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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637.

1421A

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638.

1428A

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639.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

640.

1430B

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Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

641.

952A

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[abc864197532's solution](#)

642.

1422A

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Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[abc864197532's solution](#)

643.

1426A

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644.

1417A

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645.

1015A

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Quality: 22,434 global accepts · Rating: 800 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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646.

1005A

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647.

1405A

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648.

1409A

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649.

1095A

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650.

1176A

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651.

1183A

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652.

1397A

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1118A

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654.

1180A

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655.

1400A

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656.

1185A

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Quality: 15,382 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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657.

1392B

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658.

1392A

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Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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659.

1398B

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660.

1398A

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661.

110A

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662.

1391A

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663.

1391B

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664.

1393A

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665.

978B

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667.

1399B

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668.

1399A

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669.

954A

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670.

1077A

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1388A

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672.

1389A

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673.

1065A

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674.

1093A

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675.

1382A

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676.

1385B

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677.

1385A

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678.

1372A

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679.

1371A

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680.

1374A

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681.

1369A

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[abc864197532's solution](#)

682.

486A

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[abc864197532's solution](#)

683.

1370A

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Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[abc864197532's solution](#)

684.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[abc864197532's solution](#)

685.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

686.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

687.

987A

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Quality: 17,502 global accepts · Rating: 800 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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688.

546A

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Quality: 235,199 global accepts · Rating: 800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

689.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,023 global accepts · Rating: 800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[abc864197532's solution](#)

690.

266A

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Quality: 244,555 global accepts · Rating: 800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

691.

281A

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Quality: 270,978 global accepts · Rating: 800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

692.

339A

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Quality: 275,343 global accepts · Rating: 800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings
[abc864197532's solution](#)

693.

1352A

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

Quality: 104,116 global accepts · Rating: 800 · first AC: 2020-05-09 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

694.

1358A

[Park Lighting](#) · [Tutorial](#)

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[abc864197532's solution](#)

695.

1347C

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

Rating: 800 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[abc864197532's solution](#)

696.

1347A

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

Rating: 800 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: *special
[abc864197532's solution](#)

697.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,989 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

698.

112A

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

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[abc864197532's solution](#)

699.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,279 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

700.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,704 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

701.

231A

[Team](#) · [Tutorial](#)

Quality: 430,251 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

702.

1009A

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[abc864197532's solution](#)

703.

1360B

[Honest Coach](#) · [Tutorial](#)

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[abc864197532's solution](#)

704.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

705.

1353B

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

Quality: 58,124 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

706.

1353A

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Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

707.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,529 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

708.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

709.

1351A

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

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[abc864197532's solution](#)

710.

1345A

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Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math

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711.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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712.

1348A

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Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

713.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,824 global accepts · Rating: 800 · first AC: 2019-08-15 · last AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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714.

1343B

[Balanced Array](#) · [Tutorial](#)

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715.

1337A

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716.

1335A

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Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

717.

854A

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Quality: 14,534 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[abc864197532's solution](#)

718.

710A

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Quality: 14,786 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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719.

302A

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Quality: 9,761 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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720.

624A

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[abc864197532's solution](#)

721.

617A

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Quality: 249,125 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

722.

681A

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Quality: 16,865 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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723.

818A

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Quality: 7,788 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

724.

1328A

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Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

725.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

726.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[abc864197532's solution](#)

727.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[abc864197532's solution](#)

728.

1323A

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Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[abc864197532's solution](#)

729.

1316A

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Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

730.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

731.

1305A

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[abc864197532's solution](#)

732.

1315A

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Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

733.

1311A

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Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

734.

47A

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Quality: 18,172 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

735.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

736.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,529 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

737.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

738.

791A

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Quality: 257,208 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

739.

49A

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Quality: 15,266 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

740.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

741.

1301A

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Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

742.

1303A

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Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

743.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

744.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

745.

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

746.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

747.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

748.

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

749.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

750.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

751.

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

752.

1283A

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

Quality: 61,297 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

753.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[abc864197532's solution](#)

754.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

755.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

756.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

757.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

758.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

759.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

760.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

761.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

762.

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

763.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

764.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

765.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

766.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

767.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

768.

1234A

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[abc864197532's solution](#)

769.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

770.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

771.

1216A

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[abc864197532's solution](#)

772.

1220A

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Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-20 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[abc864197532's solution](#)

773.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

774.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: brute force, greedy, strings
[abc864197532's solution](#)

775.

1162A

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Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

776.

1154A

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Quality: 87,060 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

777.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

778.

1099A

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Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

779.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[abc864197532's solution](#)

780.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

781.

378A

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Quality: 25,935 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[abc864197532's solution](#)

782.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

783.

155A

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Quality: 93,665 global accepts · Rating: 800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[abc864197532's solution](#)

784.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[abc864197532's solution](#)

785.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

786.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[abc864197532's solution](#)

787.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · last AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[abc864197532's solution](#)

788.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[abc864197532's solution](#)

789.

71A

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

Quality: 503,245 global accepts · Rating: 800 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: strings
[abc864197532's solution](#)

790.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[abc864197532's solution](#)

791.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: greedy
[abc864197532's solution](#)

792.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[abc864197532's solution](#)

793.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force
[abc864197532's solution](#)

794.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy
[abc864197532's solution](#)

795.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[abc864197532's solution](#)

796.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,981 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[abc864197532's solution](#)

797.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation,

strings

[abc864197532's solution](#)

798.

2171B

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

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

799.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

800.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[abc864197532's solution](#)

801.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

802.

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

803.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

804.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

805.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

806.

2114B

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

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

807.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[abc864197532's solution](#)

808.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

809.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

810.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

811.

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[abc864197532's solution](#)

812.

2060C

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

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[abc864197532's solution](#)

813.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

814.

2031B

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Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

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815.

2028A

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[abc864197532's solution](#)

816.

2026A

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Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[abc864197532's solution](#)

817.

2035B

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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

[abc864197532's solution](#)

818.

2033B

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Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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819.

2005A

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Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[abc864197532's solution](#)

820.

2007B

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Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

821.

1990A

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Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[abc864197532's solution](#)

822.

1988B

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823.

1988A

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[abc864197532's solution](#)

824.

1992C

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Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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825.

1985D

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[abc864197532's solution](#)

826.

1973A

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Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[abc864197532's solution](#)

827.

1971C

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

Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[abc864197532's solution](#)

828.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[abc864197532's solution](#)

829.

1954A

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Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

830.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

831.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

832.

1941C

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

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[abc864197532's solution](#)

833.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[abc864197532's solution](#)

834.

1900B

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

Quality: 20,471 global accepts · Rating: 900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[abc864197532's solution](#)

835.

1927B

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

Quality: 38,131 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[abc864197532's solution](#)

836.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[abc864197532's solution](#)

837.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

838.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

839.

1915D

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

Quality: 35,084 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[abc864197532's solution](#)

840.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[abc864197532's solution](#)

841.

1878C

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

Quality: 57,648 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[abc864197532's solution](#)

842.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

843.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[abc864197532's solution](#)

844.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

845.

1855B

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Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[abc864197532's solution](#)

846.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[abc864197532's solution](#)

847.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[abc864197532's solution](#)

848.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[abc864197532's solution](#)

849.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[abc864197532's solution](#)

850.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

851.

1837B

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Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

852.

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

853.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,301 global accepts · Rating: 900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

854.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

855.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

856.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

857.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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858.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
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859.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[abc864197532's solution](#)

860.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

861.

1768B

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Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

862.

1779B

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Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

863.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

864.

1758B

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Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

865.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

866.

1749B

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Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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867.

1742C

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Quality: 40,084 global accepts · Rating: 900 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

868.

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[abc864197532's solution](#)

869.

1733B

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Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

870.

1726A

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871.

1720A

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Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

872.

622B

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Quality: 10,959 global accepts · Rating: 900 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

873.

1714A

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Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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874.

1709B

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Quality: 25,842 global accepts · Rating: 900 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

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875.

1705B

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Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

876.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[abc864197532's solution](#)

877.

1696B

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Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

878.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

879.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

880.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[abc864197532's solution](#)

881.

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

882.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

883.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

884.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[abc864197532's solution](#)

885.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

886.

1624B

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Quality: 52,940 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

887.

1617B

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[abc864197532's solution](#)

888.

1591B

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Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

889.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

890.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[abc864197532's solution](#)

891.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

892.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

893.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

894.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: strings

[abc864197532's solution](#)

895.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

896.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

897.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[abc864197532's solution](#)

898.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[abc864197532's solution](#)

899.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

900.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

901.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

902.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[abc864197532's solution](#)

903.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

904.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[abc864197532's solution](#)

905.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[abc864197532's solution](#)

906.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

907.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

908.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

909.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

910.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

911.

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[abc864197532's solution](#)

912.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

913.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[abc864197532's solution](#)

914.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[abc864197532's solution](#)

915.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[abc864197532's solution](#)

916.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

917.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

918.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

919.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[abc864197532's solution](#)

920.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

921.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[abc864197532's solution](#)

922.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

923.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

924.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

925.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

926.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

927.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[abc864197532's solution](#)

928.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

929.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

930.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

931.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[abc864197532's solution](#)

932.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[abc864197532's solution](#)

933.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[abc864197532's solution](#)

934.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

935.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[abc864197532's solution](#)

936.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[abc864197532's solution](#)

937.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

938.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

939.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,386 global accepts · Rating: 900 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

940.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

941.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

942.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-09-03 · last AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

943.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

944.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

945.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

946.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

947.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

948.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

949.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[abc864197532's solution](#)

950.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[abc864197532's solution](#)

951.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[abc864197532's solution](#)

952.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

953.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

954.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[abc864197532's solution](#)

955.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

956.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[abc864197532's solution](#)

957.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

958.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

959.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

960.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

961.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

962.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[abc864197532's solution](#)

963.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

964.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,390 global accepts · Rating: 900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

965.

1337B

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

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

966.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

967.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[abc864197532's solution](#)

968.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[abc864197532's solution](#)

969.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,622 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

970.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

971.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math

[abc864197532's solution](#)

972.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

973.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

974.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[abc864197532's solution](#)

975.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

976.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

977.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[abc864197532's solution](#)

978.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,100 global accepts · Rating: 900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

979.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

980.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[abc864197532's solution](#)

981.

556A

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

Quality: 46,389 global accepts · Rating: 900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

982.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

983.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[abc864197532's solution](#)

984.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

985.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

986.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

987.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

988.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

989.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[abc864197532's solution](#)

990.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,767 global accepts · Rating: 900 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[abc864197532's solution](#)

991.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

992.

1247A

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

Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

993.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

994.

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

995.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

996.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

997.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[abc864197532's solution](#)

998.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[abc864197532's solution](#)

999.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1000.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

1001.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1002.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1003.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

1004.

2217B

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

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1005.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,397 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1006.

2203B

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

Quality: 14,290 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[abc864197532's solution](#)

1007.

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings
[abc864197532's solution](#)

1008.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings
[abc864197532's solution](#)

1009.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

1010.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[abc864197532's solution](#)

1011.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1012.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[abc864197532's solution](#)

1013.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1014.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

1015.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[abc864197532's solution](#)

1016.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1017.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[abc864197532's solution](#)

1018.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1019.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[abc864197532's solution](#)

1020.

2123C

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

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[abc864197532's solution](#)

1021.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[abc864197532's solution](#)

1022.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1023.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

1024.

2104B

[Move to the End](#) · [Tutorial](#)

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

dp, greedy, implementation
[abc864197532's solution](#)

1025.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

1026.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,834 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1027.

2060B

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

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

1028.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[abc864197532's solution](#)

1029.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

1030.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

1031.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

1032.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[abc864197532's solution](#)

1033.

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[abc864197532's solution](#)

1034.

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

1035.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[abc864197532's solution](#)

1036.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

1037.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[abc864197532's solution](#)

1038.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[abc864197532's solution](#)

1039.

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

[abc864197532's solution](#)

1040.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[abc864197532's solution](#)

1041.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[abc864197532's solution](#)

1042.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[abc864197532's solution](#)

1043.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[abc864197532's solution](#)

1044.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[abc864197532's solution](#)

1045.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[abc864197532's solution](#)

1046.

1969B

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

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1047.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[abc864197532's solution](#)

1048.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[abc864197532's solution](#)

1049.

1877B

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

Rating: 1000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[abc864197532's solution](#)

1050.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

1051.

1930B

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

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

[abc864197532's solution](#)

1052.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

1053.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

1054.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[abc864197532's solution](#)

1055.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[abc864197532's solution](#)

1056.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[abc864197532's solution](#)

1057.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

1058.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

1059.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math
[abc864197532's solution](#)

1060.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

1061.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

1062.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1063.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[abc864197532's solution](#)

1064.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1065.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[abc864197532's solution](#)

1066.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[abc864197532's solution](#)

1067.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,054 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1068.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1069.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1070.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[abc864197532's solution](#)

1071.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1072.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1073.

1811B

[Conveyor Belts](#) · [Tutorial](#)

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

[abc864197532's solution](#)

1074.

1798B

[Three Sevens](#) · [Tutorial](#)

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

[abc864197532's solution](#)

1075.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[abc864197532's solution](#)

1076.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[abc864197532's solution](#)

1077.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

1078.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

1079.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[abc864197532's solution](#)

1080.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

1081.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[abc864197532's solution](#)

1082.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[abc864197532's solution](#)

1083.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

1084.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

1085.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

1086.

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[abc864197532's solution](#)

1087.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[abc864197532's solution](#)

1088.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1089.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

1090.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[abc864197532's solution](#)

1091.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1092.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1093.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1094.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1095.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1096.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

1097.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[abc864197532's solution](#)

1098.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1099.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[abc864197532's solution](#)

1100.

1690D

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

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[abc864197532's solution](#)

1101.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[abc864197532's solution](#)

1102.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

1103.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[abc864197532's solution](#)

1104.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[abc864197532's solution](#)

1105.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1106.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

1107.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[abc864197532's solution](#)

1108.

1620B

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

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[abc864197532's solution](#)

1109.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,313 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

1110.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

1111.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

1112.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[abc864197532's solution](#)

1113.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[abc864197532's solution](#)

1114.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[abc864197532's solution](#)

1115.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1116.

1579E1

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

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

1117.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[abc864197532's solution](#)

1118.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

1119.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[abc864197532's solution](#)

1120.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[abc864197532's solution](#)

1121.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1122.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

1123.

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

1124.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[abc864197532's solution](#)

1125.

450A

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

Quality: 44,404 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1126.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[abc864197532's solution](#)

1127.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1128.

742A

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

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[abc864197532's solution](#)

1129.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1130.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[abc864197532's solution](#)

1131.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

1132.

1506C

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

Quality: 35,630 global accepts · Rating: 1000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

1133.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[abc864197532's solution](#)

1134.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, math

[abc864197532's solution](#)

1135.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[abc864197532's solution](#)

1136.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[abc864197532's solution](#)

1137.

1474B

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

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[abc864197532's solution](#)

1138.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[abc864197532's solution](#)

1139.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1140.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

1141.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[abc864197532's solution](#)

1142.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

1143.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1144.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[abc864197532's solution](#)

1145.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1146.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1147.

1438B

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

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[abc864197532's solution](#)

1148.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[abc864197532's solution](#)

1149.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

1150.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, sortings

[abc864197532's solution](#)

1151.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1152.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

1153.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2020-05-24 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1154.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[abc864197532's solution](#)

1155.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

1156.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1157.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[abc864197532's solution](#)

1158.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

1159.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1160.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1161.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1162.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

1163.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1164.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[abc864197532's solution](#)

1165.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1166.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

1167.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1168.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

1169.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

1170.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

1171.

1362A

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

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1172.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[abc864197532's solution](#)

1173.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[abc864197532's solution](#)

1174.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

1175.

577A

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

Quality: 45,285 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[abc864197532's solution](#)

1176.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1177.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1178.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1179.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[abc864197532's solution](#)

1180.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[abc864197532's solution](#)

1181.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[abc864197532's solution](#)

1182.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[abc864197532's solution](#)

1183.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1184.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1185.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1186.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

1187.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[abc864197532's solution](#)

1188.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[abc864197532's solution](#)

1189.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

1190.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1191.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1192.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2020-02-13 · lo (first AC) · Tags: *special, dp
[abc864197532's solution](#)

1193.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

1194.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[abc864197532's solution](#)

1195.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[abc864197532's solution](#)

1196.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

1197.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[abc864197532's solution](#)

1198.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1199.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1200.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1201.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1202.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1203.

500A

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

Quality: 62,691 global accepts · Rating: 1000 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[abc864197532's solution](#)

1204.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[abc864197532's solution](#)

1205.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1206.

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1207.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1208.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1209.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

1210.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1211.

1247B1

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

Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1212.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[abc864197532's solution](#)

1213.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1214.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[abc864197532's solution](#)

1215.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[abc864197532's solution](#)

1216.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1217.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: strings
[abc864197532's solution](#)

1218.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1219.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[abc864197532's solution](#)

1220.

1230B

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

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1221.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

1222.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1223.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

1224.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,990 global accepts · Rating: 1000 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

1225.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[abc864197532's solution](#)

1226.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1227.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[abc864197532's solution](#)

1228.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1229.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1230.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1231.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1232.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1233.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math
[abc864197532's solution](#)

1234.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1235.

2218D

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

Quality: 18,410 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[abc864197532's solution](#)

1236.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[abc864197532's solution](#)

1237.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[abc864197532's solution](#)

1238.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[abc864197532's solution](#)

1239.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1240.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[abc864197532's solution](#)

1241.

2173B

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

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[abc864197532's solution](#)

1242.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[abc864197532's solution](#)

1243.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1244.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[abc864197532's solution](#)

1245.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1246.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1247.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[abc864197532's solution](#)

1248.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[abc864197532's solution](#)

1249.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1250.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1251.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

1252.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[abc864197532's solution](#)

1253.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[abc864197532's solution](#)

1254.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[abc864197532's solution](#)

1255.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[abc864197532's solution](#)

1256.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[abc864197532's solution](#)

1257.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1258.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

1259.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[abc864197532's solution](#)

1260.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[abc864197532's solution](#)

1261.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[abc864197532's solution](#)

1262.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

1263.

2065C1

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

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[abc864197532's solution](#)

1264.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[abc864197532's solution](#)

1265.

2060D

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

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[abc864197532's solution](#)

1266.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1267.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

1268.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

1269.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[abc864197532's solution](#)

1270.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

1271.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

1272.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

1273.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[abc864197532's solution](#)

1274.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1275.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[abc864197532's solution](#)

1276.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[abc864197532's solution](#)

1277.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[abc864197532's solution](#)

1278.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1279.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[abc864197532's solution](#)

1280.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[abc864197532's solution](#)

1281.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[abc864197532's solution](#)

1282.

1995B1

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

Quality: 20,985 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

[abc864197532's solution](#)

1283.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[abc864197532's solution](#)

1284.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[abc864197532's solution](#)

1285.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1286.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1287.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[abc864197532's solution](#)

1288.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[abc864197532's solution](#)

1289.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,556 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[abc864197532's solution](#)

1290.

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

1291.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

1292.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[abc864197532's solution](#)

1293.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[abc864197532's solution](#)

1294.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[abc864197532's solution](#)

1295.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[abc864197532's solution](#)

1296.

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

[abc864197532's solution](#)

1297.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

1298.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1299.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

1300.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[abc864197532's solution](#)

1301.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[abc864197532's solution](#)

1302.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[abc864197532's solution](#)

1303.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1304.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,533 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1305.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[abc864197532's solution](#)

1306.

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
[abc864197532's solution](#)

1307.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,862 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[abc864197532's solution](#)

1308.

1899B

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

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
[abc864197532's solution](#)

1309.

1873E

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

Quality: 43,458 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[abc864197532's solution](#)

1310.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[abc864197532's solution](#)

1311.

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1312.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[abc864197532's solution](#)

1313.

1862C

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

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

[abc864197532's solution](#)

1314.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

1315.

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[abc864197532's solution](#)

1316.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[abc864197532's solution](#)

1317.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[abc864197532's solution](#)

1318.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[abc864197532's solution](#)

1319.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1320.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[abc864197532's solution](#)

1321.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[abc864197532's solution](#)

1322.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[abc864197532's solution](#)

1323.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[abc864197532's solution](#)

1324.

1826B

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

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1325.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
[abc864197532's solution](#)

1326.

1821B

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

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[abc864197532's solution](#)

1327.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1328.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1329.

1807G2

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

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[abc864197532's solution](#)

1330.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[abc864197532's solution](#)

1331.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

1332.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

1333.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[abc864197532's solution](#)

1334.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

1335.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1336.

1791E

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

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[abc864197532's solution](#)

1337.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

1338.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1339.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[abc864197532's solution](#)

1340.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[abc864197532's solution](#)

1341.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

1342.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[abc864197532's solution](#)

1343.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[abc864197532's solution](#)

1344.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[abc864197532's solution](#)

1345.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[abc864197532's solution](#)

1346.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[abc864197532's solution](#)

1347.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

1348.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1349.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1350.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

1351.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1352.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

1353.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

1354.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[abc864197532's solution](#)

1355.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1356.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

1357.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[abc864197532's solution](#)

1358.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

1359.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[abc864197532's solution](#)

1360.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[abc864197532's solution](#)

1361.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1362.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[abc864197532's solution](#)

1363.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[abc864197532's solution](#)

1364.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,071 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[abc864197532's solution](#)

1365.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

1366.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1367.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[abc864197532's solution](#)

1368.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[abc864197532's solution](#)

1369.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1370.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

1371.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,894 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

1372.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[abc864197532's solution](#)

1373.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[abc864197532's solution](#)

1374.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings
[abc864197532's solution](#)

1375.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

1376.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

1377.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[abc864197532's solution](#)

1378.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[abc864197532's solution](#)

1379.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

1380.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1381.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

1382.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[abc864197532's solution](#)

1383.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

1384.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

1385.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[abc864197532's solution](#)

1386.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1387.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1388.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[abc864197532's solution](#)

1389.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

1390.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[abc864197532's solution](#)

1391.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[abc864197532's solution](#)

1392.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1393.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[abc864197532's solution](#)

1394.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

1395.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

1396.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1397.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2020-02-17 · last AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1398.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

1399.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

1400.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1401.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1402.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

1403.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[abc864197532's solution](#)

1404.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[abc864197532's solution](#)

1405.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

1406.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1407.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

1408.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1409.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[abc864197532's solution](#)

1410.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1411.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[abc864197532's solution](#)

1412.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math

[abc864197532's solution](#)

1413.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

1414.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[abc864197532's solution](#)

1415.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[abc864197532's solution](#)

1416.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[abc864197532's solution](#)

1417.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[abc864197532's solution](#)

1418.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

1419.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[abc864197532's solution](#)

1420.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

1421.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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1422.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1423.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

1424.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[abc864197532's solution](#)

1425.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[abc864197532's solution](#)

1426.

1417B

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Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

1427.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[abc864197532's solution](#)

1428.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

1429.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

1430.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1431.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1432.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

1433.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

1434.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[abc864197532's solution](#)

1435.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

1436.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1437.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1438.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[abc864197532's solution](#)

1439.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[abc864197532's solution](#)

1440.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[abc864197532's solution](#)

1441.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1442.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings
[abc864197532's solution](#)

1443.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
[abc864197532's solution](#)

1444.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[abc864197532's solution](#)

1445.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[abc864197532's solution](#)

1446.

1335C

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Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[abc864197532's solution](#)

1447.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, sortings
[abc864197532's solution](#)

1448.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

1449.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1450.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

1451.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1452.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[abc864197532's solution](#)

1453.

6B

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

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1454.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

1455.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1456.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[abc864197532's solution](#)

1457.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[abc864197532's solution](#)

1458.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[abc864197532's solution](#)

1459.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

1460.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

1461.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

1462.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[abc864197532's solution](#)

1463.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

1464.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1465.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[abc864197532's solution](#)

1466.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1467.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[abc864197532's solution](#)

1468.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1469.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[abc864197532's solution](#)

1470.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1471.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1472.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1473.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

1474.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

1475.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

1476.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,826 global accepts · Rating: 1100 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[abc864197532's solution](#)

1477.

2218E

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

Quality: 14,073 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[abc864197532's solution](#)

1478.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[abc864197532's solution](#)

1479.

2189B

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

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

1480.

2182C

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

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[abc864197532's solution](#)

1481.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

1482.

2170B

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

Quality: 14,289 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1483.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[abc864197532's solution](#)

1484.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[abc864197532's solution](#)

1485.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[abc864197532's solution](#)

1486.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[abc864197532's solution](#)

1487.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

1488.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

1489.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1490.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1491.

2126D

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

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[abc864197532's solution](#)

1492.

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[abc864197532's solution](#)

1493.

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1494.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

1495.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory
[abc864197532's solution](#)

1496.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[abc864197532's solution](#)

1497.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[abc864197532's solution](#)

1498.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
[abc864197532's solution](#)

1499.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[abc864197532's solution](#)

1500.

2085B

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

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

1501.

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[abc864197532's solution](#)

1502.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[abc864197532's solution](#)

1503.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

1504.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[abc864197532's solution](#)

1505.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,919 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[abc864197532's solution](#)

1506.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[abc864197532's solution](#)

1507.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[abc864197532's solution](#)

1508.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[abc864197532's solution](#)

1509.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[abc864197532's solution](#)

1510.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

1511.

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[abc864197532's solution](#)

1512.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[abc864197532's solution](#)

1513.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[abc864197532's solution](#)

1514.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[abc864197532's solution](#)

1515.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[abc864197532's solution](#)

1516.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1517.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

1518.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

1519.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

1520.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[abc864197532's solution](#)

1521.

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[abc864197532's solution](#)

1522.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 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

[abc864197532's solution](#)

1523.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[abc864197532's solution](#)

1524.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[abc864197532's solution](#)

1525.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

1526.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1527.

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

[abc864197532's solution](#)

1528.

1945C

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

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[abc864197532's solution](#)

1529.

1941D

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

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[abc864197532's solution](#)

1530.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

1531.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[abc864197532's solution](#)

1532.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[abc864197532's solution](#)

1533.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[abc864197532's solution](#)

1534.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[abc864197532's solution](#)

1535.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1536.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[abc864197532's solution](#)

1537.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[abc864197532's solution](#)

1538.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[abc864197532's solution](#)

1539.

1926C

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

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

1540.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[abc864197532's solution](#)

1541.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[abc864197532's solution](#)

1542.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[abc864197532's solution](#)

1543.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

1544.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[abc864197532's solution](#)

1545.

1872D

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

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[abc864197532's solution](#)

1546.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[abc864197532's solution](#)

1547.

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1548.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[abc864197532's solution](#)

1549.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,462 global accepts · Rating: 1200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1550.

1848B

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

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[abc864197532's solution](#)

1551.

1846C

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

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[abc864197532's solution](#)

1552.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[abc864197532's solution](#)

1553.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[abc864197532's solution](#)

1554.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[abc864197532's solution](#)

1555.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

1556.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1557.

1826A

[Trust Nobody](#) · [Tutorial](#)

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

[abc864197532's solution](#)

1558.

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

1559.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[abc864197532's solution](#)

1560.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[abc864197532's solution](#)

1561.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[abc864197532's solution](#)

1562.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[abc864197532's solution](#)

1563.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[abc864197532's solution](#)

1564.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1565.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[abc864197532's solution](#)

1566.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[abc864197532's solution](#)

1567.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[abc864197532's solution](#)

1568.

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

1569.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[abc864197532's solution](#)

1570.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1571.

1734C

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

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1572.

1729D

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

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[abc864197532's solution](#)

1573.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[abc864197532's solution](#)

1574.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1575.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1576.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

1577.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[abc864197532's solution](#)

1578.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1579.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1580.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[abc864197532's solution](#)

1581.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1582.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,279 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[abc864197532's solution](#)

1583.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[abc864197532's solution](#)

1584.

1679B

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

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

1585.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[abc864197532's solution](#)

1586.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[abc864197532's solution](#)

1587.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[abc864197532's solution](#)

1588.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings
[abc864197532's solution](#)

1589.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[abc864197532's solution](#)

1590.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1591.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[abc864197532's solution](#)

1592.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1593.

1650C

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

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[abc864197532's solution](#)

1594.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[abc864197532's solution](#)

1595.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1596.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1597.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[abc864197532's solution](#)

1598.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[abc864197532's solution](#)

1599.

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[abc864197532's solution](#)

1600.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[abc864197532's solution](#)

1601.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

sortings

[abc864197532's solution](#)

1602.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[abc864197532's solution](#)

1603.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[abc864197532's solution](#)

1604.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[abc864197532's solution](#)

1605.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[abc864197532's solution](#)

1606.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

1607.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[abc864197532's solution](#)

1608.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,712 global accepts · Rating: 1200 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

1609.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[abc864197532's solution](#)

1610.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[abc864197532's solution](#)

1611.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1612.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[abc864197532's solution](#)

1613.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[abc864197532's solution](#)

1614.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[abc864197532's solution](#)

1615.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[abc864197532's solution](#)

1616.

1150C

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

Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[abc864197532's solution](#)

1617.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1618.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1619.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1620.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1621.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1622.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

1623.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

1624.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

1625.

1006C

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

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[abc864197532's solution](#)

1626.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[abc864197532's solution](#)

1627.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

1628.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[abc864197532's solution](#)

1629.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[abc864197532's solution](#)

1630.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[abc864197532's solution](#)

1631.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1632.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[abc864197532's solution](#)

1633.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation
[abc864197532's solution](#)

1634.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1635.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[abc864197532's solution](#)

1636.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[abc864197532's solution](#)

1637.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1638.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

1639.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1640.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

1641.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2020-10-29 · last AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

1642.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1643.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

1644.

1433D

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

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[abc864197532's solution](#)

1645.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[abc864197532's solution](#)

1646.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1647.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[abc864197532's solution](#)

1648.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[abc864197532's solution](#)

1649.

1419B

[Stairs](#) · [Tutorial](#)

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

[abc864197532's solution](#)

1650.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[abc864197532's solution](#)

1651.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1652.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[abc864197532's solution](#)

1653.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[abc864197532's solution](#)

1654.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

1655.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1656.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,636 global accepts · Rating: 1200 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1657.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1658.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

1659.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,223 global accepts · Rating: 1200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

1660.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1661.

1399C

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

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[abc864197532's solution](#)

1662.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[abc864197532's solution](#)

1663.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1664.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

1665.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1666.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[abc864197532's solution](#)

1667.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

1668.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[abc864197532's solution](#)

1669.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[abc864197532's solution](#)

1670.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1671.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[abc864197532's solution](#)

1672.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

1673.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1674.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1675.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[abc864197532's solution](#)

1676.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[abc864197532's solution](#)

1677.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[abc864197532's solution](#)

1678.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[abc864197532's solution](#)

1679.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1680.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[abc864197532's solution](#)

1681.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[abc864197532's solution](#)

1682.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[abc864197532's solution](#)

1683.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[abc864197532's solution](#)

1684.

1352C

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

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

1685.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

1686.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1687.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[abc864197532's solution](#)

1688.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1689.

1343C

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

Quality: 44,072 global accepts · Rating: 1200 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[abc864197532's solution](#)

1690.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1691.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1692.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1693.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1694.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1695.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[abc864197532's solution](#)

1696.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1697.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1698.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[abc864197532's solution](#)

1699.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

1700.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[abc864197532's solution](#)

1701.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1702.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[abc864197532's solution](#)

1703.

129B

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

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[abc864197532's solution](#)

1704.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

1705.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

1706.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

1707.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

1708.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

1709.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[abc864197532's solution](#)

1710.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[abc864197532's solution](#)

1711.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

1712.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[abc864197532's solution](#)

1713.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[abc864197532's solution](#)

1714.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[abc864197532's solution](#)

1715.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[abc864197532's solution](#)

1716.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1717.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

1718.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1719.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[abc864197532's solution](#)

1720.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

1721.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

1722.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[abc864197532's solution](#)

1723.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

1724.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[abc864197532's solution](#)

1725.

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1726.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1727.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[abc864197532's solution](#)

1728.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

1729.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1730.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

1731.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

1732.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

1733.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[abc864197532's solution](#)

1734.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1735.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[abc864197532's solution](#)

1736.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1737.

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[abc864197532's solution](#)

1738.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[abc864197532's solution](#)

1739.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1740.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,248 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[abc864197532's solution](#)

1741.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[abc864197532's solution](#)

1742.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[abc864197532's solution](#)

1743.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[abc864197532's solution](#)

1744.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[abc864197532's solution](#)

1745.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[abc864197532's solution](#)

1746.

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

1747.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[abc864197532's solution](#)

1748.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[abc864197532's solution](#)

1749.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[abc864197532's solution](#)

1750.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[abc864197532's solution](#)

1751.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

1752.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[abc864197532's solution](#)

1753.

2091E

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

Quality: 19,639 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[abc864197532's solution](#)

1754.

2075B

[Array Recoloring](#) · [Tutorial](#)

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

[abc864197532's solution](#)

1755.

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

1756.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[abc864197532's solution](#)

1757.

2059B

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

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

[abc864197532's solution](#)

1758.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[abc864197532's solution](#)

1759.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[abc864197532's solution](#)

1760.

2050D

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

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[abc864197532's solution](#)

1761.

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[abc864197532's solution](#)

1762.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
[abc864197532's solution](#)

1763.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[abc864197532's solution](#)

1764.

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math
[abc864197532's solution](#)

1765.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 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
[abc864197532's solution](#)

1766.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

1767.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[abc864197532's solution](#)

1768.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

1769.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[abc864197532's solution](#)

1770.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[abc864197532's solution](#)

1771.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[abc864197532's solution](#)

1772.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

1773.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[abc864197532's solution](#)

1774.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[abc864197532's solution](#)

1775.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[abc864197532's solution](#)

1776.

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

[abc864197532's solution](#)

1777.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

1778.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[abc864197532's solution](#)

1779.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[abc864197532's solution](#)

1780.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

1781.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[abc864197532's solution](#)

1782.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[abc864197532's solution](#)

1783.

1927D

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

Quality: 33,176 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

[abc864197532's solution](#)

1784.

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

[abc864197532's solution](#)

1785.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[abc864197532's solution](#)

1786.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

1787.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[abc864197532's solution](#)

1788.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[abc864197532's solution](#)

1789.

1902C

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

Quality: 16,976 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

[abc864197532's solution](#)

1790.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

1791.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[abc864197532's solution](#)

1792.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1793.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[abc864197532's solution](#)

1794.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[abc864197532's solution](#)

1795.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[abc864197532's solution](#)

1796.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

1797.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[abc864197532's solution](#)

1798.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[abc864197532's solution](#)

1799.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[abc864197532's solution](#)

1800.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
[abc864197532's solution](#)

1801.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1802.

1850F

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

Quality: 24,587 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[abc864197532's solution](#)

1803.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[abc864197532's solution](#)

1804.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1805.

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

1806.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[abc864197532's solution](#)

1807.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

1808.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[abc864197532's solution](#)

1809.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[abc864197532's solution](#)

1810.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[abc864197532's solution](#)

1811.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[abc864197532's solution](#)

1812.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1813.

1810C

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

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

[abc864197532's solution](#)

1814.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[abc864197532's solution](#)

1815.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[abc864197532's solution](#)

1816.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[abc864197532's solution](#)

1817.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

1818.

1778B

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

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

[abc864197532's solution](#)

1819.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[abc864197532's solution](#)

1820.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[abc864197532's solution](#)

1821.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

1822.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[abc864197532's solution](#)

1823.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[abc864197532's solution](#)

1824.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[abc864197532's solution](#)

1825.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[abc864197532's solution](#)

1826.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[abc864197532's solution](#)

1827.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[abc864197532's solution](#)

1828.

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[abc864197532's solution](#)

1829.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[abc864197532's solution](#)

1830.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1831.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

1832.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[abc864197532's solution](#)

1833.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

1834.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1835.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[abc864197532's solution](#)

1836.

1703F

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

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[abc864197532's solution](#)

1837.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[abc864197532's solution](#)

1838.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1839.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,149 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

1840.

1676G

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

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[abc864197532's solution](#)

1841.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[abc864197532's solution](#)

1842.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
[abc864197532's solution](#)

1843.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[abc864197532's solution](#)

1844.

600B

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

Quality: 39,165 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[abc864197532's solution](#)

1845.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

1846.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[abc864197532's solution](#)

1847.

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[abc864197532's solution](#)

1848.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[abc864197532's solution](#)

1849.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1850.

1650D

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

Quality: 14,702 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[abc864197532's solution](#)

1851.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[abc864197532's solution](#)

1852.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
[abc864197532's solution](#)

1853.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[abc864197532's solution](#)

1854.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[abc864197532's solution](#)

1855.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[abc864197532's solution](#)

1856.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[abc864197532's solution](#)

1857.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

1858.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[abc864197532's solution](#)

1859.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

1860.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

1861.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[abc864197532's solution](#)

1862.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[abc864197532's solution](#)

1863.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[abc864197532's solution](#)

1864.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1865.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

1866.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[abc864197532's solution](#)

1867.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[abc864197532's solution](#)

1868.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[abc864197532's solution](#)

1869.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[abc864197532's solution](#)

1870.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[abc864197532's solution](#)

1871.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

1872.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[abc864197532's solution](#)

1873.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[abc864197532's solution](#)

1874.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[abc864197532's solution](#)

1875.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1876.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2021-05-18 · PyPy 3 (first AC) · Tags: combinatorics, math
[abc864197532's solution](#)

1877.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[abc864197532's solution](#)

1878.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[abc864197532's solution](#)

1879.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

1880.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1881.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[abc864197532's solution](#)

1882.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[abc864197532's solution](#)

1883.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

1884.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[abc864197532's solution](#)

1885.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[abc864197532's solution](#)

1886.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1887.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[abc864197532's solution](#)

1888.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[abc864197532's solution](#)

1889.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[abc864197532's solution](#)

1890.

862B

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

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[abc864197532's solution](#)

1891.

1454D

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

Quality: 22,147 global accepts · Rating: 1300 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

1892.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[abc864197532's solution](#)

1893.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[abc864197532's solution](#)

1894.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

1895.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

1896.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[abc864197532's solution](#)

1897.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1898.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

1899.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

1900.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[abc864197532's solution](#)

1901.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[abc864197532's solution](#)

1902.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1903.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[abc864197532's solution](#)

1904.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1905.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory, sortings

[abc864197532's solution](#)

1906.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1907.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

1908.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[abc864197532's solution](#)

1909.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

1910.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[abc864197532's solution](#)

1911.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1912.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[abc864197532's solution](#)

1913.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1914.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

1915.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

1916.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1917.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

1918.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation
[abc864197532's solution](#)

1919.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

1920.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[abc864197532's solution](#)

1921.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[abc864197532's solution](#)

1922.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

1923.

1347D

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

Rating: 1300 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[abc864197532's solution](#)

1924.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[abc864197532's solution](#)

1925.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

1926.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest

paths

[abc864197532's solution](#)

1927.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1928.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1929.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

1930.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

1931.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[abc864197532's solution](#)

1932.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

1933.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

1934.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

1935.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[abc864197532's solution](#)

1936.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

1937.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[abc864197532's solution](#)

1938.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[abc864197532's solution](#)

1939.

1328B

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

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[abc864197532's solution](#)

1940.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[abc864197532's solution](#)

1941.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

1942.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[abc864197532's solution](#)

1943.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[abc864197532's solution](#)

1944.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[abc864197532's solution](#)

1945.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1946.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

1947.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1948.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings
[abc864197532's solution](#)

1949.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

1950.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers
[abc864197532's solution](#)

1951.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[abc864197532's solution](#)

1952.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[abc864197532's solution](#)

1953.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[abc864197532's solution](#)

1954.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-12-16 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

1955.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[abc864197532's solution](#)

1956.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[abc864197532's solution](#)

1957.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[abc864197532's solution](#)

1958.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

1959.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[abc864197532's solution](#)

1960.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[abc864197532's solution](#)

1961.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

1962.

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[abc864197532's solution](#)

1963.

1247B2

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

Rating: 1300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[abc864197532's solution](#)

1964.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[abc864197532's solution](#)

1965.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

1966.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[abc864197532's solution](#)

1967.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

1968.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[abc864197532's solution](#)

1969.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1970.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

1971.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

1972.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

1973.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[abc864197532's solution](#)

1974.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

1975.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

1976.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

1977.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[abc864197532's solution](#)

1978.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

1979.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-26 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

1980.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: dp, strings

[abc864197532's solution](#)

1981.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

1982.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation

[abc864197532's solution](#)

1983.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[abc864197532's solution](#)

1984.

2173C

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

Quality: 12,387 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

[abc864197532's solution](#)

1985.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[abc864197532's solution](#)

1986.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[abc864197532's solution](#)

1987.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 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

[abc864197532's solution](#)

1988.

2156C

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

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

1989.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[abc864197532's solution](#)

1990.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[abc864197532's solution](#)

1991.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[abc864197532's solution](#)

1992.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[abc864197532's solution](#)

1993.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
[abc864197532's solution](#)

1994.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[abc864197532's solution](#)

1995.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[abc864197532's solution](#)

1996.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

1997.

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
[abc864197532's solution](#)

1998.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[abc864197532's solution](#)

1999.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[abc864197532's solution](#)

2000.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
[abc864197532's solution](#)

2001.

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[abc864197532's solution](#)

2002.

2114E

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

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
[abc864197532's solution](#)

2003.

2114D

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

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[abc864197532's solution](#)

2004.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory
[abc864197532's solution](#)

2005.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[abc864197532's solution](#)

2006.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[abc864197532's solution](#)

2007.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 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
[abc864197532's solution](#)

2008.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[abc864197532's solution](#)

2009.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[abc864197532's solution](#)

2010.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[abc864197532's solution](#)

2011.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[abc864197532's solution](#)

2012.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[abc864197532's solution](#)

2013.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[abc864197532's solution](#)

2014.

2033E

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

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[abc864197532's solution](#)

2015.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[abc864197532's solution](#)

2016.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[abc864197532's solution](#)

2017.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[abc864197532's solution](#)

2018.

2009E

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

Quality: 17,666 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[abc864197532's solution](#)

2019.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[abc864197532's solution](#)

2020.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[abc864197532's solution](#)

2021.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[abc864197532's solution](#)

2022.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[abc864197532's solution](#)

2023.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

2024.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[abc864197532's solution](#)

2025.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

2026.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[abc864197532's solution](#)

2027.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[abc864197532's solution](#)

2028.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

2029.

1974C

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

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[abc864197532's solution](#)

2030.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math

[abc864197532's solution](#)

2031.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

2032.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[abc864197532's solution](#)

2033.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[abc864197532's solution](#)

2034.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

2035.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

2036.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[abc864197532's solution](#)

2037.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

2038.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[abc864197532's solution](#)

2039.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

2040.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[abc864197532's solution](#)

2041.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[abc864197532's solution](#)

2042.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

2043.

1929C

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

Quality: 17,285 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

[abc864197532's solution](#)

2044.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[abc864197532's solution](#)

2045.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[abc864197532's solution](#)

2046.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[abc864197532's solution](#)

2047.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[abc864197532's solution](#)

2048.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

2049.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[abc864197532's solution](#)

2050.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
[abc864197532's solution](#)

2051.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[abc864197532's solution](#)

2052.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[abc864197532's solution](#)

2053.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[abc864197532's solution](#)

2054.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

2055.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

2056.

1844D

[Row Major](#) · [Tutorial](#)

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

[abc864197532's solution](#)

2057.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[abc864197532's solution](#)

2058.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[abc864197532's solution](#)

2059.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

2060.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[abc864197532's solution](#)

2061.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[abc864197532's solution](#)

2062.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

2063.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[abc864197532's solution](#)

2064.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

2065.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[abc864197532's solution](#)

2066.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

2067.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

2068.

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[abc864197532's solution](#)

2069.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[abc864197532's solution](#)

2070.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy
[abc864197532's solution](#)

2071.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

2072.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[abc864197532's solution](#)

2073.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[abc864197532's solution](#)

2074.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[abc864197532's solution](#)

2075.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

2076.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[abc864197532's solution](#)

2077.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[abc864197532's solution](#)

2078.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

2079.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[abc864197532's solution](#)

2080.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[abc864197532's solution](#)

2081.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[abc864197532's solution](#)

2082.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[abc864197532's solution](#)

2083.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[abc864197532's solution](#)

2084.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

2085.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[abc864197532's solution](#)

2086.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

2087.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

2088.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[abc864197532's solution](#)

2089.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

2090.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[abc864197532's solution](#)

2091.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2092.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

2093.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[abc864197532's solution](#)

2094.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[abc864197532's solution](#)

2095.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[abc864197532's solution](#)

2096.

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

2097.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[abc864197532's solution](#)

2098.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

2099.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[abc864197532's solution](#)

2100.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[abc864197532's solution](#)

2101.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

2102.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[abc864197532's solution](#)

2103.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

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2104.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[abc864197532's solution](#)

2105.

1634B

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Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[abc864197532's solution](#)

2106.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[abc864197532's solution](#)

2107.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[abc864197532's solution](#)

2108.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[abc864197532's solution](#)

2109.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[abc864197532's solution](#)

2110.

1605C

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Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[abc864197532's solution](#)

2111.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[abc864197532's solution](#)

2112.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

2113.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[abc864197532's solution](#)

2114.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[abc864197532's solution](#)

2115.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[abc864197532's solution](#)

2116.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[abc864197532's solution](#)

2117.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[abc864197532's solution](#)

2118.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[abc864197532's solution](#)

2119.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[abc864197532's solution](#)

2120.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[abc864197532's solution](#)

2121.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[abc864197532's solution](#)

2122.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

2123.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[abc864197532's solution](#)

2124.

1520E

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

Quality: 28,611 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

2125.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[abc864197532's solution](#)

2126.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · last AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[abc864197532's solution](#)

2127.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[abc864197532's solution](#)

2128.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

2129.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[abc864197532's solution](#)

2130.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[abc864197532's solution](#)

2131.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-03-31 · Kotlin 1.4 (first AC) · Tags: implementation
[abc864197532's solution](#)

2132.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[abc864197532's solution](#)

2133.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[abc864197532's solution](#)

2134.

1494B

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

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

[abc864197532's solution](#)

2135.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy

[abc864197532's solution](#)

2136.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[abc864197532's solution](#)

2137.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[abc864197532's solution](#)

2138.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[abc864197532's solution](#)

2139.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

2140.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[abc864197532's solution](#)

2141.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

2142.

1443C

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

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[abc864197532's solution](#)

2143.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[abc864197532's solution](#)

2144.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
[abc864197532's solution](#)

2145.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[abc864197532's solution](#)

2146.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers
[abc864197532's solution](#)

2147.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[abc864197532's solution](#)

2148.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

2149.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

2150.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu
[abc864197532's solution](#)

2151.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[abc864197532's solution](#)

2152.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

2153.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

2154.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[abc864197532's solution](#)

2155.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[abc864197532's solution](#)

2156.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1400 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

2157.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[abc864197532's solution](#)

2158.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

2159.

1110B

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Quality: 16,593 global accepts · Rating: 1400 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

2160.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[abc864197532's solution](#)

2161.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[abc864197532's solution](#)

2162.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

2163.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[abc864197532's solution](#)

2164.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings
[abc864197532's solution](#)

2165.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[abc864197532's solution](#)

2166.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

2167.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[abc864197532's solution](#)

2168.

1374D

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

Quality: 31,091 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
[abc864197532's solution](#)

2169.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,003 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[abc864197532's solution](#)

2170.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
[abc864197532's solution](#)

2171.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[abc864197532's solution](#)

2172.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-08 · last AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[abc864197532's solution](#)

2173.

1362C

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

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-06 · last AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[abc864197532's solution](#)

2174.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[abc864197532's solution](#)

2175.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

2176.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[abc864197532's solution](#)

2177.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[abc864197532's solution](#)

2178.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[abc864197532's solution](#)

2179.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

2180.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[abc864197532's solution](#)

2181.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

2182.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

2183.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[abc864197532's solution](#)

2184.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[abc864197532's solution](#)

2185.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[abc864197532's solution](#)

2186.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

2187.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[abc864197532's solution](#)

2188.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

2189.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[abc864197532's solution](#)

2190.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[abc864197532's solution](#)

2191.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

2192.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

2193.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2194.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation,

sortings, ternary search

[abc864197532's solution](#)

2195.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[abc864197532's solution](#)

2196.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[abc864197532's solution](#)

2197.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[abc864197532's solution](#)

2198.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[abc864197532's solution](#)

2199.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-02-18 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[abc864197532's solution](#)

2200.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[abc864197532's solution](#)

2201.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[abc864197532's solution](#)

2202.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

2203.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

2204.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[abc864197532's solution](#)

2205.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

2206.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[abc864197532's solution](#)

2207.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[abc864197532's solution](#)

2208.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

2209.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[abc864197532's solution](#)

2210.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[abc864197532's solution](#)

2211.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

2212.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[abc864197532's solution](#)

2213.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

2214.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

2215.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[abc864197532's solution](#)

2216.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[abc864197532's solution](#)

2217.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

2218.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

2219.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

2220.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

2221.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math
[abc864197532's solution](#)

2222.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

2223.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[abc864197532's solution](#)

2224.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

2225.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[abc864197532's solution](#)

2226.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

2227.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[abc864197532's solution](#)

2228.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[abc864197532's solution](#)

2229.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2230.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[abc864197532's solution](#)

2231.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: brute force, sortings

[abc864197532's solution](#)

2232.

2218F

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

Quality: 7,267 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[abc864197532's solution](#)

2233.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[abc864197532's solution](#)

2234.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,732 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

2235.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[abc864197532's solution](#)

2236.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[abc864197532's solution](#)

2237.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[abc864197532's solution](#)

2238.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[abc864197532's solution](#)

2239.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,545 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[abc864197532's solution](#)

2240.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[abc864197532's solution](#)

2241.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[abc864197532's solution](#)

2242.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[abc864197532's solution](#)

2243.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[abc864197532's solution](#)

2244.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[abc864197532's solution](#)

2245.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation,

strings

[abc864197532's solution](#)

2246.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[abc864197532's solution](#)

2247.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[abc864197532's solution](#)

2248.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[abc864197532's solution](#)

2249.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[abc864197532's solution](#)

2250.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[abc864197532's solution](#)

2251.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[abc864197532's solution](#)

2252.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[abc864197532's solution](#)

2253.

2075C

[Two Colors](#) · [Tutorial](#)

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

[abc864197532's solution](#)

2254.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[abc864197532's solution](#)

2255.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[abc864197532's solution](#)

2256.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[abc864197532's solution](#)

2257.

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[abc864197532's solution](#)

2258.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[abc864197532's solution](#)

2259.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[abc864197532's solution](#)

2260.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[abc864197532's solution](#)

2261.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[abc864197532's solution](#)

2262.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[abc864197532's solution](#)

2263.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[abc864197532's solution](#)

2264.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

2265.

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
[abc864197532's solution](#)

2266.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 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
[abc864197532's solution](#)

2267.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[abc864197532's solution](#)

2268.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[abc864197532's solution](#)

2269.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[abc864197532's solution](#)

2270.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 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
[abc864197532's solution](#)

2271.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

2272.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[abc864197532's solution](#)

2273.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[abc864197532's solution](#)

2274.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp
[abc864197532's solution](#)

2275.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[abc864197532's solution](#)

2276.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
[abc864197532's solution](#)

2277.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
[abc864197532's solution](#)

2278.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings
[abc864197532's solution](#)

2279.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search
[abc864197532's solution](#)

2280.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings
[abc864197532's solution](#)

2281.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 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
[abc864197532's solution](#)

2282.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[abc864197532's solution](#)

2283.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

2284.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp
[abc864197532's solution](#)

2285.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[abc864197532's solution](#)

2286.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

2287.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp
[abc864197532's solution](#)

2288.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[abc864197532's solution](#)

2289.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[abc864197532's solution](#)

2290.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[abc864197532's solution](#)

2291.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[abc864197532's solution](#)

2292.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

2293.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

2294.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp
[abc864197532's solution](#)

2295.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[abc864197532's solution](#)

2296.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[abc864197532's solution](#)

2297.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[abc864197532's solution](#)

2298.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[abc864197532's solution](#)

2299.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

2300.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[abc864197532's solution](#)

2301.

1789C

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

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

[abc864197532's solution](#)

2302.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

2303.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[abc864197532's solution](#)

2304.

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[abc864197532's solution](#)

2305.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[abc864197532's solution](#)

2306.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

2307.

1767D

[Playoff](#) · [Tutorial](#)

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

[abc864197532's solution](#)

2308.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[abc864197532's solution](#)

2309.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[abc864197532's solution](#)

2310.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[abc864197532's solution](#)

2311.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[abc864197532's solution](#)

2312.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[abc864197532's solution](#)

2313.

1744E1

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

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

2314.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[abc864197532's solution](#)

2315.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[abc864197532's solution](#)**2316.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[abc864197532's solution](#)**2317.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[abc864197532's solution](#)**2318.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[abc864197532's solution](#)**2319.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)**2320.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[abc864197532's solution](#)**2321.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)**2322.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)**2323.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[abc864197532's solution](#)**2324.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[abc864197532's solution](#)

2325.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · last AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[abc864197532's solution](#)

2326.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[abc864197532's solution](#)

2327.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[abc864197532's solution](#)

2328.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[abc864197532's solution](#)

2329.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[abc864197532's solution](#)

2330.

1646C

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

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[abc864197532's solution](#)

2331.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[abc864197532's solution](#)

2332.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[abc864197532's solution](#)

2333.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[abc864197532's solution](#)

2334.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[abc864197532's solution](#)

2335.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[abc864197532's solution](#)

2336.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[abc864197532's solution](#)

2337.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

2338.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

2339.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[abc864197532's solution](#)

2340.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[abc864197532's solution](#)

2341.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[abc864197532's solution](#)

2342.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[abc864197532's solution](#)

2343.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

2344.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[abc864197532's solution](#)

2345.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[abc864197532's solution](#)

2346.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[abc864197532's solution](#)

2347.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

2348.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[abc864197532's solution](#)

2349.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[abc864197532's solution](#)

2350.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2351.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[abc864197532's solution](#)

2352.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[abc864197532's solution](#)

2353.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

2354.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[abc864197532's solution](#)

2355.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[abc864197532's solution](#)

2356.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[abc864197532's solution](#)

2357.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[abc864197532's solution](#)

2358.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[abc864197532's solution](#)

2359.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[abc864197532's solution](#)

2360.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[abc864197532's solution](#)

2361.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[abc864197532's solution](#)

2362.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math

[abc864197532's solution](#)

2363.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

2364.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[abc864197532's solution](#)

2365.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[abc864197532's solution](#)

2366.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

2367.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[abc864197532's solution](#)

2368.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[abc864197532's solution](#)

2369.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[abc864197532's solution](#)

2370.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

2371.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[abc864197532's solution](#)

2372.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[abc864197532's solution](#)

2373.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

2374.

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[abc864197532's solution](#)

2375.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

2376.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[abc864197532's solution](#)

2377.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[abc864197532's solution](#)

2378.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[abc864197532's solution](#)

2379.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[abc864197532's solution](#)

2380.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[abc864197532's solution](#)

2381.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[abc864197532's solution](#)

2382.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[abc864197532's solution](#)

2383.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

2384.

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[abc864197532's solution](#)

2385.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[abc864197532's solution](#)

2386.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[abc864197532's solution](#)

2387.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

2388.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

2389.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

2390.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings
[abc864197532's solution](#)

2391.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

2392.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

2393.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[abc864197532's solution](#)

2394.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[abc864197532's solution](#)

2395.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[abc864197532's solution](#)

2396.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[abc864197532's solution](#)

2397.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[abc864197532's solution](#)

2398.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[abc864197532's solution](#)

2399.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

2400.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[abc864197532's solution](#)

2401.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

2402.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2403.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[abc864197532's solution](#)

2404.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[abc864197532's solution](#)

2405.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[abc864197532's solution](#)

2406.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2407.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[abc864197532's solution](#)

2408.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[abc864197532's solution](#)

2409.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[abc864197532's solution](#)

2410.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

2411.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[abc864197532's solution](#)

2412.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

2413.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[abc864197532's solution](#)

2414.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

2415.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[abc864197532's solution](#)

2416.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

2417.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[abc864197532's solution](#)

2418.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

2419.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

2420.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[abc864197532's solution](#)

2421.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[abc864197532's solution](#)

2422.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[abc864197532's solution](#)

2423.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1500 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[abc864197532's solution](#)

2424.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2425.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

2426.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, two pointers

[abc864197532's solution](#)

2427.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[abc864197532's solution](#)

2428.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[abc864197532's solution](#)

2429.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[abc864197532's solution](#)

2430.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[abc864197532's solution](#)

2431.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

2432.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[abc864197532's solution](#)

2433.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[abc864197532's solution](#)

2434.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[abc864197532's solution](#)

2435.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[abc864197532's solution](#)

2436.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[abc864197532's solution](#)

2437.

1323B

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

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[abc864197532's solution](#)

2438.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[abc864197532's solution](#)

2439.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[abc864197532's solution](#)

2440.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings
[abc864197532's solution](#)

2441.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[abc864197532's solution](#)

2442.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[abc864197532's solution](#)

2443.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

2444.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[abc864197532's solution](#)

2445.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

2446.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

2447.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[abc864197532's solution](#)

2448.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-31 · last AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[abc864197532's solution](#)

2449.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[abc864197532's solution](#)

2450.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[abc864197532's solution](#)

2451.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

2452.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[abc864197532's solution](#)

2453.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[abc864197532's solution](#)

2454.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

2455.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[abc864197532's solution](#)

2456.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

2457.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[abc864197532's solution](#)

2458.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[abc864197532's solution](#)

2459.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[abc864197532's solution](#)

2460.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

2461.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[abc864197532's solution](#)

2462.

1249C2

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

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[abc864197532's solution](#)

2463.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[abc864197532's solution](#)

2464.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[abc864197532's solution](#)

2465.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[abc864197532's solution](#)

2466.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

2467.

1101C

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

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[abc864197532's solution](#)

2468.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

2469.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[abc864197532's solution](#)

2470.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

2471.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

2472.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[abc864197532's solution](#)

2473.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

2474.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · last AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation
[abc864197532's solution](#)

2475.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation
[abc864197532's solution](#)

2476.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[abc864197532's solution](#)

2477.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[abc864197532's solution](#)

2478.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,499 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[abc864197532's solution](#)

2479.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[abc864197532's solution](#)

2480.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[abc864197532's solution](#)

2481.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[abc864197532's solution](#)

2482.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[abc864197532's solution](#)

2483.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[abc864197532's solution](#)

2484.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[abc864197532's solution](#)

2485.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[abc864197532's solution](#)

2486.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

2487.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[abc864197532's solution](#)

2488.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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2489.

2084D

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2490.

2085C

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2070D

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2492.

2065E

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2493.

2063C

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2494.

2043C

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Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

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2495.

2051E

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2496.

2052A

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2497.

2048D

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2498.

2040C

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Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

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2499.

2028C

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2500.

2036E

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Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[abc864197532's solution](#)

2501.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[abc864197532's solution](#)

2502.

2004D

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Quality: 13,256 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

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2503.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[abc864197532's solution](#)

2504.

1994C

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Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[abc864197532's solution](#)

2505.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[abc864197532's solution](#)

2506.

1978D

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Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[abc864197532's solution](#)

2507.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[abc864197532's solution](#)

2508.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[abc864197532's solution](#)

2509.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[abc864197532's solution](#)

2510.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[abc864197532's solution](#)

2511.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 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

[abc864197532's solution](#)

2512.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

2513.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

2514.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[abc864197532's solution](#)

2515.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

2516.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[abc864197532's solution](#)

2517.

1886C

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

Quality: 16,603 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

2518.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[abc864197532's solution](#)

2519.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[abc864197532's solution](#)

2520.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

2521.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

2522.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[abc864197532's solution](#)

2523.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

2524.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[abc864197532's solution](#)

2525.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[abc864197532's solution](#)

2526.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[abc864197532's solution](#)

2527.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[abc864197532's solution](#)

2528.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[abc864197532's solution](#)

2529.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[abc864197532's solution](#)

2530.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

2531.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[abc864197532's solution](#)

2532.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[abc864197532's solution](#)

2533.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[abc864197532's solution](#)

2534.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[abc864197532's solution](#)

2535.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[abc864197532's solution](#)

2536.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[abc864197532's solution](#)

2537.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[abc864197532's solution](#)

2538.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[abc864197532's solution](#)

2539.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[abc864197532's solution](#)

2540.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[abc864197532's solution](#)

2541.

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

2542.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

2543.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

2544.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

2545.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[abc864197532's solution](#)

2546.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[abc864197532's solution](#)

2547.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[abc864197532's solution](#)

2548.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[abc864197532's solution](#)

2549.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

2550.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2551.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[abc864197532's solution](#)

2552.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2553.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[abc864197532's solution](#)

2554.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[abc864197532's solution](#)

2555.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2556.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

2557.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[abc864197532's solution](#)

2558.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[abc864197532's solution](#)

2559.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[abc864197532's solution](#)

2560.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

2561.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[abc864197532's solution](#)

2562.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[abc864197532's solution](#)

2563.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[abc864197532's solution](#)

2564.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[abc864197532's solution](#)

2565.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[abc864197532's solution](#)

2566.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[abc864197532's solution](#)

2567.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

2568.

966A

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

Rating: 1600 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[abc864197532's solution](#)

2569.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

2570.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[abc864197532's solution](#)

2571.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[abc864197532's solution](#)

2572.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[abc864197532's solution](#)

2573.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

2574.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[abc864197532's solution](#)

2575.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[abc864197532's solution](#)

2576.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[abc864197532's solution](#)

2577.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

2578.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

2579.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[abc864197532's solution](#)

2580.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[abc864197532's solution](#)

2581.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[abc864197532's solution](#)

2582.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[abc864197532's solution](#)

2583.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2584.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2585.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[abc864197532's solution](#)

2586.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

2587.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[abc864197532's solution](#)

2588.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[abc864197532's solution](#)

2589.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[abc864197532's solution](#)

2590.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[abc864197532's solution](#)

2591.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[abc864197532's solution](#)

2592.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[abc864197532's solution](#)

2593.

1542C

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Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2594.

1537E1

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Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[abc864197532's solution](#)

2595.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[abc864197532's solution](#)

2596.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

2597.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

2598.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[abc864197532's solution](#)

2599.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,735 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

2600.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,989 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[abc864197532's solution](#)

2601.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[abc864197532's solution](#)

2602.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[abc864197532's solution](#)

2603.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[abc864197532's solution](#)

2604.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[abc864197532's solution](#)

2605.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[abc864197532's solution](#)

2606.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[abc864197532's solution](#)

2607.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

2608.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[abc864197532's solution](#)

2609.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory
[abc864197532's solution](#)

2610.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[abc864197532's solution](#)

2611.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[abc864197532's solution](#)

2612.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

2613.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[abc864197532's solution](#)

2614.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[abc864197532's solution](#)

2615.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[abc864197532's solution](#)

2616.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[abc864197532's solution](#)

2617.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[abc864197532's solution](#)

2618.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

2619.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[abc864197532's solution](#)

2620.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[abc864197532's solution](#)

2621.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2020-12-27 · last AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[abc864197532's solution](#)

2622.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[abc864197532's solution](#)

2623.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

2624.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[abc864197532's solution](#)

2625.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

2626.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[abc864197532's solution](#)

2627.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[abc864197532's solution](#)

2628.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[abc864197532's solution](#)

2629.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[abc864197532's solution](#)

2630.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[abc864197532's solution](#)

2631.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[abc864197532's solution](#)

2632.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

2633.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

2634.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[abc864197532's solution](#)

2635.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities
[abc864197532's solution](#)

2636.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

2637.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

2638.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[abc864197532's solution](#)

2639.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[abc864197532's solution](#)

2640.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

2641.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

2642.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[abc864197532's solution](#)

2643.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[abc864197532's solution](#)

2644.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2645.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[abc864197532's solution](#)

2646.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[abc864197532's solution](#)

2647.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2648.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[abc864197532's solution](#)

2649.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[abc864197532's solution](#)

2650.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

2651.

954D

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Quality: 7,899 global accepts · Rating: 1600 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

2652.

1077D

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Quality: 10,475 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[abc864197532's solution](#)

2653.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[abc864197532's solution](#)

2654.

1027C

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Quality: 7,152 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

2655.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

2656.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[abc864197532's solution](#)

2657.

1033C

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Quality: 6,217 global accepts · Rating: 1600 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[abc864197532's solution](#)

2658.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

2659.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[abc864197532's solution](#)

2660.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

2661.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[abc864197532's solution](#)

2662.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[abc864197532's solution](#)

2663.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[abc864197532's solution](#)

2664.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[abc864197532's solution](#)

2665.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[abc864197532's solution](#)

2666.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, sortings

[abc864197532's solution](#)

2667.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[abc864197532's solution](#)

2668.

365C

[Matrix](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, matrices

[abc864197532's solution](#)

2669.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[abc864197532's solution](#)

2670.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

2671.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[abc864197532's solution](#)

2672.

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[abc864197532's solution](#)

2673.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[abc864197532's solution](#)

2674.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[abc864197532's solution](#)

2675.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-27 · last AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[abc864197532's solution](#)

2676.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

2677.

1347E

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

Rating: 1600 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[abc864197532's solution](#)

2678.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2020-05-25 · last AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

2679.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[abc864197532's solution](#)

2680.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

2681.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[abc864197532's solution](#)

2682.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

2683.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[abc864197532's solution](#)

2684.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[abc864197532's solution](#)

2685.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[abc864197532's solution](#)

2686.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2687.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[abc864197532's solution](#)

2688.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[abc864197532's solution](#)

2689.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[abc864197532's solution](#)

2690.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[abc864197532's solution](#)

2691.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, shortest paths

[abc864197532's solution](#)

2692.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

2693.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[abc864197532's solution](#)

2694.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

2695.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[abc864197532's solution](#)

2696.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[abc864197532's solution](#)

2697.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[abc864197532's solution](#)

2698.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[abc864197532's solution](#)

2699.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

2700.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

2701.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[abc864197532's solution](#)

2702.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: strings

[abc864197532's solution](#)

2703.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[abc864197532's solution](#)

2704.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[abc864197532's solution](#)

2705.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

2706.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[abc864197532's solution](#)

2707.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[abc864197532's solution](#)

2708.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[abc864197532's solution](#)

2709.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[abc864197532's solution](#)

2710.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[abc864197532's solution](#)

2711.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

2712.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

2713.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[abc864197532's solution](#)

2714.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: trees
[abc864197532's solution](#)

2715.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[abc864197532's solution](#)

2716.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[abc864197532's solution](#)

2717.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

2718.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[abc864197532's solution](#)

2719.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[abc864197532's solution](#)

2720.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[abc864197532's solution](#)

2721.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

2722.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

2723.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[abc864197532's solution](#)

2724.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

2725.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[abc864197532's solution](#)

2726.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers
[abc864197532's solution](#)

2727.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 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
[abc864197532's solution](#)

2728.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy,

number theory

[abc864197532's solution](#)

2729.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[abc864197532's solution](#)

2730.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

2731.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

2732.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

2733.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[abc864197532's solution](#)

2734.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[abc864197532's solution](#)

2735.

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[abc864197532's solution](#)

2736.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

2737.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[abc864197532's solution](#)

2738.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[abc864197532's solution](#)

2739.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[abc864197532's solution](#)

2740.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[abc864197532's solution](#)

2741.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[abc864197532's solution](#)

2742.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[abc864197532's solution](#)

2743.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[abc864197532's solution](#)

2744.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

2745.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[abc864197532's solution](#)

2746.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[abc864197532's solution](#)

2747.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 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

[abc864197532's solution](#)

2748.

2065G

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

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[abc864197532's solution](#)

2749.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[abc864197532's solution](#)

2750.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[abc864197532's solution](#)

2751.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[abc864197532's solution](#)

2752.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[abc864197532's solution](#)

2753.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[abc864197532's solution](#)

2754.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[abc864197532's solution](#)

2755.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[abc864197532's solution](#)

2756.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[abc864197532's solution](#)

2757.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[abc864197532's solution](#)

2758.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

2759.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[abc864197532's solution](#)

2760.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 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

[abc864197532's solution](#)

2761.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[abc864197532's solution](#)

2762.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[abc864197532's solution](#)

2763.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[abc864197532's solution](#)

2764.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[abc864197532's solution](#)

2765.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[abc864197532's solution](#)

2766.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 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

[abc864197532's solution](#)

2767.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[abc864197532's solution](#)

2768.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[abc864197532's solution](#)

2769.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[abc864197532's solution](#)

2770.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[abc864197532's solution](#)

2771.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[abc864197532's solution](#)

2772.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[abc864197532's solution](#)

2773.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

2774.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[abc864197532's solution](#)

2775.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[abc864197532's solution](#)

2776.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[abc864197532's solution](#)

2777.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[abc864197532's solution](#)

2778.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[abc864197532's solution](#)

2779.

1934C

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2780.

1896D

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2781.

1903D1

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2782.

1916D

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2783.

1930C

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2784.

1931F

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Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[abc864197532's solution](#)

2785.

1889B

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Quality: 8,628 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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2786.

1901D

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2787.

1898C

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2788.

1893B

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2789.

1881F

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2790.

1879D

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2791.

1873H

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2792.

1868B1

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2793.

1864D

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2794.

1849D

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2795.

1850H

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2796.

919D

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2797.

1765D

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2798.

1835A

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2799.

1833F

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2800.

1829H

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2801.

1826D

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2802.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

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2803.

1822F

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Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

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2804.

1814B

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2805.

1810D

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2806.

1798C

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2807.

1807F

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2808.

1468D

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2809.

1468F

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2810.

1799C

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2811.

1776F

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2812.

1792D

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2813.

1777C

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2814.

1783C

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Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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2815.

1779D

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2816.

1770C

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2817.

1731D

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2818.

1731C

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2819.

1772E

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2820.

1760G

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[abc864197532's solution](#)

2821.

1743D

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2822.

1722F

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[abc864197532's solution](#)

2823.

1715C

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2824.

1714G

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2825.

1709D

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2826.

1237C1

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2827.

1672D

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2828.

691D

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[abc864197532's solution](#)

2829.

1706D1

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2830.

622C

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2831.

1702F

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2832.

813C

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2833.

1699C

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[abc864197532's solution](#)

2834.

1700C

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[abc864197532's solution](#)

2835.

1695C

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Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[abc864197532's solution](#)

2836.

1693B

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Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

2837.

1692H

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Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
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2838.

1690F

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2839.

966B

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2840.

1688C

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Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
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2841.

1687B

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Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
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2842.

1681D

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Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
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2843.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[abc864197532's solution](#)

2844.

1677B

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Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
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2845.

1670D

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Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
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2846.

1661C

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Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[abc864197532's solution](#)

2847.

1660F1

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[abc864197532's solution](#)

2848.

1586C

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Rating: 1700 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[abc864197532's solution](#)

2849.

1658C

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[abc864197532's solution](#)

2850.

1561D1

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2851.

1644D

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2852.

1628B

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2853.

1626C

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2854.

1625C

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2855.

1621C

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2856.

1619E

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[abc864197532's solution](#)

2857.

1618E

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Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

2858.

1608C

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2859.

1611E1

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[abc864197532's solution](#)

2860.

1144F

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[abc864197532's solution](#)

2861.

1092C

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Quality: 6,347 global accepts · Rating: 1700 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings
[abc864197532's solution](#)

2862.

1598D

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Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[abc864197532's solution](#)

2863.

1592C

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Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
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2864.

1580A

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Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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2865.

1579F

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Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[abc864197532's solution](#)

2866.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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2867.

1557C

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[abc864197532's solution](#)

2868.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[abc864197532's solution](#)

2869.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

2870.

818D

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Quality: 3,785 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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2871.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[abc864197532's solution](#)

2872.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[abc864197532's solution](#)

2873.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[abc864197532's solution](#)

2874.

598D

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Quality: 13,092 global accepts · Rating: 1700 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

2875.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

2876.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[abc864197532's solution](#)

2877.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[abc864197532's solution](#)

2878.

630Q

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Quality: 1,464 global accepts · Rating: 1700 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[abc864197532's solution](#)

2879.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[abc864197532's solution](#)

2880.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[abc864197532's solution](#)

2881.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[abc864197532's solution](#)

2882.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[abc864197532's solution](#)

2883.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[abc864197532's solution](#)

2884.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

2885.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[abc864197532's solution](#)

2886.

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

2887.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[abc864197532's solution](#)

2888.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[abc864197532's solution](#)

2889.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[abc864197532's solution](#)

2890.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[abc864197532's solution](#)

2891.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[abc864197532's solution](#)

2892.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[abc864197532's solution](#)

2893.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[abc864197532's solution](#)

2894.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[abc864197532's solution](#)

2895.

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[abc864197532's solution](#)

2896.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[abc864197532's solution](#)

2897.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

2898.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2899.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[abc864197532's solution](#)

2900.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[abc864197532's solution](#)

2901.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2902.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[abc864197532's solution](#)

2903.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[abc864197532's solution](#)

2904.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

2905.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[abc864197532's solution](#)

2906.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[abc864197532's solution](#)

2907.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

2908.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[abc864197532's solution](#)

2909.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[abc864197532's solution](#)

2910.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

2911.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

2912.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[abc864197532's solution](#)

2913.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

2914.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[abc864197532's solution](#)

2915.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[abc864197532's solution](#)

2916.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[abc864197532's solution](#)

2917.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

2918.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

2919.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

2920.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[abc864197532's solution](#)

2921.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

2922.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

2923.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

2924.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[abc864197532's solution](#)

2925.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

2926.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

2927.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[abc864197532's solution](#)

2928.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

2929.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[abc864197532's solution](#)

2930.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

2931.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[abc864197532's solution](#)

2932.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[abc864197532's solution](#)

2933.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[abc864197532's solution](#)

2934.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[abc864197532's solution](#)

2935.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[abc864197532's solution](#)

2936.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[abc864197532's solution](#)

2937.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[abc864197532's solution](#)

2938.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[abc864197532's solution](#)

2939.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[abc864197532's solution](#)

2940.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
[abc864197532's solution](#)

2941.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[abc864197532's solution](#)

2942.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[abc864197532's solution](#)

2943.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

2944.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[abc864197532's solution](#)

2945.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[abc864197532's solution](#)

2946.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

2947.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[abc864197532's solution](#)

2948.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[abc864197532's solution](#)

2949.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[abc864197532's solution](#)

2950.

276D

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

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[abc864197532's solution](#)

2951.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[abc864197532's solution](#)

2952.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[abc864197532's solution](#)

2953.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[abc864197532's solution](#)

2954.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[abc864197532's solution](#)

2955.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[abc864197532's solution](#)

2956.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[abc864197532's solution](#)

2957.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[abc864197532's solution](#)

2958.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

2959.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[abc864197532's solution](#)

2960.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[abc864197532's solution](#)

2961.

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[abc864197532's solution](#)

2962.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[abc864197532's solution](#)

2963.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
[abc864197532's solution](#)

2964.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings
[abc864197532's solution](#)

2965.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[abc864197532's solution](#)

2966.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[abc864197532's solution](#)

2967.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[abc864197532's solution](#)

2968.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[abc864197532's solution](#)

2969.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[abc864197532's solution](#)

2970.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[abc864197532's solution](#)

2971.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

2972.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[abc864197532's solution](#)

2973.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[abc864197532's solution](#)

2974.

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

2975.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

2976.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

2977.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[abc864197532's solution](#)

2978.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

2979.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[abc864197532's solution](#)

2980.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[abc864197532's solution](#)

2981.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

2982.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[abc864197532's solution](#)

2983.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[abc864197532's solution](#)

2984.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[abc864197532's solution](#)

2985.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[abc864197532's solution](#)

2986.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[abc864197532's solution](#)

2987.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[abc864197532's solution](#)

2988.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[abc864197532's solution](#)

2989.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[abc864197532's solution](#)

2990.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[abc864197532's solution](#)

2991.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[abc864197532's solution](#)

2992.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[abc864197532's solution](#)

2993.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

2994.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[abc864197532's solution](#)

2995.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[abc864197532's solution](#)

2996.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

2997.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

2998.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[abc864197532's solution](#)

2999.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

3000.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[abc864197532's solution](#)

3001.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[abc864197532's solution](#)

3002.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

3003.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[abc864197532's solution](#)

3004.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

3005.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[abc864197532's solution](#)

3006.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[abc864197532's solution](#)

3007.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[abc864197532's solution](#)

3008.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[abc864197532's solution](#)

3009.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[abc864197532's solution](#)

3010.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[abc864197532's solution](#)

3011.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3012.

2218G

[The 67th Iteration of "Counting is Fun" · Tutorial](#)

Quality: 3,620 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

3013.

2204E

[Sum of Digits \(and Again\) · Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[abc864197532's solution](#)

3014.

2192D

[Cost of Tree · Tutorial](#)

Quality: 3,549 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[abc864197532's solution](#)

3015.

2196C1

[Interactive Graph \(Simple Version\) · Tutorial](#)

Quality: 3,594 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

[abc864197532's solution](#)

3016.

2187B

[Shortest Statement Ever · Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[abc864197532's solution](#)

3017.

2185G

[Mixing MEXes · Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[abc864197532's solution](#)

3018.

2184E

[Exquisite Array · Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[abc864197532's solution](#)

3019.

2182E

[New Year's Gifts · Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[abc864197532's solution](#)

3020.

2179E

[Blackslex and Girls · Tutorial](#)

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[abc864197532's solution](#)

3021.

2176D

[Fibonacci Paths · Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[abc864197532's solution](#)

3022.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[abc864197532's solution](#)

3023.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[abc864197532's solution](#)

3024.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[abc864197532's solution](#)

3025.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[abc864197532's solution](#)

3026.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[abc864197532's solution](#)

3027.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, brute force

[abc864197532's solution](#)

3028.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[abc864197532's solution](#)

3029.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[abc864197532's solution](#)

3030.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

3031.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,122 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[abc864197532's solution](#)

3032.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[abc864197532's solution](#)

3033.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[abc864197532's solution](#)

3034.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[abc864197532's solution](#)

3035.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[abc864197532's solution](#)

3036.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[abc864197532's solution](#)

3037.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[abc864197532's solution](#)

3038.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[abc864197532's solution](#)

3039.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[abc864197532's solution](#)

3040.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[abc864197532's solution](#)

3041.

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

[abc864197532's solution](#)

3042.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

3043.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 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

[abc864197532's solution](#)

3044.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[abc864197532's solution](#)

3045.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

3046.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[abc864197532's solution](#)

3047.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[abc864197532's solution](#)

3048.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[abc864197532's solution](#)

3049.

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

[abc864197532's solution](#)

3050.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[abc864197532's solution](#)

3051.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[abc864197532's solution](#)

3052.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[abc864197532's solution](#)

3053.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[abc864197532's solution](#)

3054.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[abc864197532's solution](#)

3055.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
[abc864197532's solution](#)

3056.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[abc864197532's solution](#)

3057.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[abc864197532's solution](#)

3058.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[abc864197532's solution](#)

3059.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[abc864197532's solution](#)

3060.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[abc864197532's solution](#)

3061.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[abc864197532's solution](#)

3062.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[abc864197532's solution](#)

3063.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

3064.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

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3065.

1922E

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3066.

1915G

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3067.

1732C1

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3068.

1870D

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3069.

1867D

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3070.

1872F

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3071.

1861D

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3072.

1862F

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3073.

1856E1

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3074.

1851F

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3075.

1852B

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3076.

1852A

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Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

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3077.

1848C

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3078.

1846F

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3079.

1846E2

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3080.

1845D

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3081.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

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3082.

1841C

[Ranom Numbers](#) · [Tutorial](#)

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3083.

1833G

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3084.

1824B1

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3085.

1805D

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[abc864197532's solution](#)

3086.

1809D

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3087.

1468J

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3088.

1793D

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[abc864197532's solution](#)

3089.

1782D

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Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
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3090.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,472 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[abc864197532's solution](#)

3091.

1508B

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3092.

1768D

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[abc864197532's solution](#)

3093.

1758D

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[abc864197532's solution](#)

3094.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[abc864197532's solution](#)

3095.

1750D

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3096.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

3097.

1734D

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3098.

1729E

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3099.

1728D

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[abc864197532's solution](#)

3100.

1721D

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3101.

1713D

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3102.

1720D1

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3103.

1718A1

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3104.

612D

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3105.

691C

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3106.

652C

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3107.

652D

[Nested Segments](#) · [Tutorial](#)

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3108.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[abc864197532's solution](#)

3109.

1010C

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3110.

1709C

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3111.

799C

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3112.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[abc864197532's solution](#)

3113.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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3114.

813B

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Quality: 4,438 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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3115.

1067B

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Quality: 2,860 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

3116.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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3117.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · last AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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3118.

1678B2

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3119.

1674F

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3120.

1548B

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3121.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

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3122.

1648B

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3123.

1572A

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3124.

1637D

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3125.

1630B

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3126.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

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3127.

1620C

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Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

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3128.

1619D

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[abc864197532's solution](#)

3129.

1617D1

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[abc864197532's solution](#)

3130.

1611F

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Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[abc864197532's solution](#)

3131.

1108E1

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[abc864197532's solution](#)

3132.

1582F1

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[abc864197532's solution](#)

3133.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[abc864197532's solution](#)

3134.

1575D

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3135.

1556D

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[abc864197532's solution](#)

3136.

1556C

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3137.

1560E

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[abc864197532's solution](#)

3138.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[abc864197532's solution](#)

3139.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[abc864197532's solution](#)

3140.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[abc864197532's solution](#)

3141.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[abc864197532's solution](#)

3142.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

3143.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[abc864197532's solution](#)

3144.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

3145.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[abc864197532's solution](#)

3146.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[abc864197532's solution](#)

3147.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

3148.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[abc864197532's solution](#)

3149.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[abc864197532's solution](#)

3150.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[abc864197532's solution](#)

3151.

1066D

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Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-03-31 · Kotlin 1.4 (first AC) · Tags: binary search, implementation

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3152.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

3153.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math
[abc864197532's solution](#)

3154.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[abc864197532's solution](#)

3155.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[abc864197532's solution](#)

3156.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math
[abc864197532's solution](#)

3157.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

3158.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
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3159.

1478D

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3160.

1475D

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3161.

869C

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3162.

626D

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3163.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

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3164.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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3165.

873D

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3166.

1462F

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3167.

1154E

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Quality: 6,950 global accepts · Rating: 1800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

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3168.

610C

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3169.

1450D

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3170.

1446B

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3171.

845D

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Quality: 2,576 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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3172.

1442A

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[abc864197532's solution](#)

3173.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[abc864197532's solution](#)

3174.

939E

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Quality: 3,538 global accepts · Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[abc864197532's solution](#)

3175.

1437C

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[abc864197532's solution](#)

3176.

794C

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[abc864197532's solution](#)

3177.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

3178.

1130D2

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Rating: 1800 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[abc864197532's solution](#)

3179.

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

3180.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[abc864197532's solution](#)

3181.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2020-10-08 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, probabilities

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3182.

1426E

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[abc864197532's solution](#)

3183.

1420D

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[abc864197532's solution](#)

3184.

1090D

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[abc864197532's solution](#)

3185.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[abc864197532's solution](#)

3186.

1016C

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Quality: 3,991 global accepts · Rating: 1800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

3187.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[abc864197532's solution](#)

3188.

1409E

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Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[abc864197532's solution](#)

3189.

1176D

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Quality: 5,701 global accepts · Rating: 1800 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[abc864197532's solution](#)

3190.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[abc864197532's solution](#)

3191.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[abc864197532's solution](#)

3192.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

3193.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

[abc864197532's solution](#)

3194.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[abc864197532's solution](#)

3195.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[abc864197532's solution](#)

3196.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[abc864197532's solution](#)

3197.

1398D

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

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[abc864197532's solution](#)

3198.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[abc864197532's solution](#)

3199.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[abc864197532's solution](#)

3200.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[abc864197532's solution](#)

3201.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

3202.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[abc864197532's solution](#)

3203.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
[abc864197532's solution](#)

3204.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[abc864197532's solution](#)

3205.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

3206.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[abc864197532's solution](#)

3207.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory
[abc864197532's solution](#)

3208.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-06-21 · last AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees
[abc864197532's solution](#)

3209.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[abc864197532's solution](#)

3210.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[abc864197532's solution](#)

3211.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, implementation
[abc864197532's solution](#)

3212.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[abc864197532's solution](#)

3213.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[abc864197532's solution](#)

3214.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[abc864197532's solution](#)

3215.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

3216.

846F

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[abc864197532's solution](#)

3217.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2020-05-25 · last AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[abc864197532's solution](#)

3218.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

3219.

448D

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Quality: 16,667 global accepts · Rating: 1800 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[abc864197532's solution](#)

3220.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[abc864197532's solution](#)

3221.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

3222.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[abc864197532's solution](#)

3223.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

3224.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[abc864197532's solution](#)

3225.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[abc864197532's solution](#)

3226.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[abc864197532's solution](#)

3227.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[abc864197532's solution](#)

3228.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

3229.

641C

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[abc864197532's solution](#)

3230.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3231.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[abc864197532's solution](#)

3232.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3233.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

3234.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[abc864197532's solution](#)

3235.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[abc864197532's solution](#)

3236.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[abc864197532's solution](#)

3237.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[abc864197532's solution](#)

3238.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[abc864197532's solution](#)

3239.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[abc864197532's solution](#)

3240.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[abc864197532's solution](#)

3241.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3242.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[abc864197532's solution](#)

3243.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[abc864197532's solution](#)

3244.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[abc864197532's solution](#)

3245.

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

3246.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3247.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[abc864197532's solution](#)

3248.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[abc864197532's solution](#)

3249.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[abc864197532's solution](#)

3250.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[abc864197532's solution](#)

3251.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,217 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

3252.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[abc864197532's solution](#)

3253.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[abc864197532's solution](#)

3254.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

3255.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

3256.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[abc864197532's solution](#)

3257.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-12-10 · last AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[abc864197532's solution](#)

3258.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

3259.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[abc864197532's solution](#)

3260.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abc864197532's solution](#)

3261.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,042 global accepts · Rating: 1800 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[abc864197532's solution](#)

3262.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

3263.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[abc864197532's solution](#)

3264.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

3265.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[abc864197532's solution](#)

3266.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[abc864197532's solution](#)

3267.

2217D

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

Quality: 3,336 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

3268.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[abc864197532's solution](#)

3269.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[abc864197532's solution](#)

3270.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[abc864197532's solution](#)

3271.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[abc864197532's solution](#)

3272.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[abc864197532's solution](#)

3273.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[abc864197532's solution](#)

3274.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[abc864197532's solution](#)

3275.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[abc864197532's solution](#)

3276.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[abc864197532's solution](#)

3277.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[abc864197532's solution](#)

3278.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · last AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[abc864197532's solution](#)

3279.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[abc864197532's solution](#)

3280.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[abc864197532's solution](#)

3281.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[abc864197532's solution](#)

3282.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[abc864197532's solution](#)

3283.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
[abc864197532's solution](#)

3284.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu
[abc864197532's solution](#)

3285.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
[abc864197532's solution](#)

3286.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[abc864197532's solution](#)

3287.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
[abc864197532's solution](#)

3288.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
[abc864197532's solution](#)

3289.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 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
[abc864197532's solution](#)

3290.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[abc864197532's solution](#)

3291.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[abc864197532's solution](#)

3292.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[abc864197532's solution](#)

3293.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp
[abc864197532's solution](#)

3294.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[abc864197532's solution](#)

3295.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers
[abc864197532's solution](#)

3296.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[abc864197532's solution](#)

3297.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[abc864197532's solution](#)

3298.

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
[abc864197532's solution](#)

3299.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers
[abc864197532's solution](#)

3300.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math
[abc864197532's solution](#)

3301.

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
[abc864197532's solution](#)

3302.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[abc864197532's solution](#)

3303.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[abc864197532's solution](#)

3304.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[abc864197532's solution](#)

3305.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[abc864197532's solution](#)

3306.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 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

[abc864197532's solution](#)

3307.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[abc864197532's solution](#)

3308.

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

[abc864197532's solution](#)

3309.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 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

[abc864197532's solution](#)

3310.

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

[abc864197532's solution](#)

3311.

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

[abc864197532's solution](#)

3312.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[abc864197532's solution](#)

3313.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[abc864197532's solution](#)

3314.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
[abc864197532's solution](#)

3315.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[abc864197532's solution](#)

3316.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers
[abc864197532's solution](#)

3317.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[abc864197532's solution](#)

3318.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[abc864197532's solution](#)

3319.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[abc864197532's solution](#)

3320.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings
[abc864197532's solution](#)

3321.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings
[abc864197532's solution](#)

3322.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, implementation, sortings, two pointers

[abc864197532's solution](#)

3323.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms

[abc864197532's solution](#)

3324.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[abc864197532's solution](#)

3325.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[abc864197532's solution](#)

3326.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[abc864197532's solution](#)

3327.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[abc864197532's solution](#)

3328.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[abc864197532's solution](#)

3329.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

3330.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

3331.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[abc864197532's solution](#)

3332.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[abc864197532's solution](#)

3333.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[abc864197532's solution](#)

3334.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[abc864197532's solution](#)

3335.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[abc864197532's solution](#)

3336.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[abc864197532's solution](#)

3337.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[abc864197532's solution](#)

3338.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[abc864197532's solution](#)

3339.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[abc864197532's solution](#)

3340.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[abc864197532's solution](#)

3341.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[abc864197532's solution](#)

3342.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[abc864197532's solution](#)

3343.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[abc864197532's solution](#)

3344.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

3345.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[abc864197532's solution](#)

3346.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

3347.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

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3348.

1483B

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3349.

1854A2

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3350.

1846G

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3351.

1847D

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3352.

1842D

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greedy

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3353.

222D

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3354.

1834D

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3355.

1817B

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3356.

1823D

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Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

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3357.

1819B

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3358.

1808C

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3359.

1821D

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Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[abc864197532's solution](#)

3360.

1797D

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Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[abc864197532's solution](#)

3361.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

3362.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities
[abc864197532's solution](#)

3363.

1794D

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[abc864197532's solution](#)

3364.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[abc864197532's solution](#)

3365.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp
[abc864197532's solution](#)

3366.

1791G2

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Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[abc864197532's solution](#)

3367.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[abc864197532's solution](#)

3368.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
[abc864197532's solution](#)

3369.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[abc864197532's solution](#)

3370.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[abc864197532's solution](#)

3371.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[abc864197532's solution](#)

3372.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[abc864197532's solution](#)

3373.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[abc864197532's solution](#)

3374.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[abc864197532's solution](#)

3375.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

3376.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[abc864197532's solution](#)

3377.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[abc864197532's solution](#)

3378.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[abc864197532's solution](#)

3379.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[abc864197532's solution](#)

3380.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[abc864197532's solution](#)

3381.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

3382.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

3383.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[abc864197532's solution](#)

3384.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[abc864197532's solution](#)

3385.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[abc864197532's solution](#)

3386.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[abc864197532's solution](#)

3387.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

3388.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[abc864197532's solution](#)

3389.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[abc864197532's solution](#)

3390.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[abc864197532's solution](#)

3391.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3392.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[abc864197532's solution](#)

3393.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[abc864197532's solution](#)

3394.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[abc864197532's solution](#)

3395.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[abc864197532's solution](#)

3396.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[abc864197532's solution](#)

3397.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[abc864197532's solution](#)

3398.

1673D

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Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[abc864197532's solution](#)

3399.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

3400.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

3401.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

3402.

1161B

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Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[abc864197532's solution](#)

3403.

1650E

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Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[abc864197532's solution](#)

3404.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[abc864197532's solution](#)

3405.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[abc864197532's solution](#)

3406.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[abc864197532's solution](#)

3407.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[abc864197532's solution](#)

3408.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-12 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[abc864197532's solution](#)

3409.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[abc864197532's solution](#)

3410.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[abc864197532's solution](#)

3411.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[abc864197532's solution](#)

3412.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest

paths, trees

[abc864197532's solution](#)

3413.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[abc864197532's solution](#)

3414.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees

[abc864197532's solution](#)

3415.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[abc864197532's solution](#)

3416.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

3417.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[abc864197532's solution](#)

3418.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[abc864197532's solution](#)

3419.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[abc864197532's solution](#)

3420.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[abc864197532's solution](#)

3421.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[abc864197532's solution](#)

3422.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[abc864197532's solution](#)

3423.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[abc864197532's solution](#)

3424.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[abc864197532's solution](#)

3425.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

3426.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,816 global accepts · Rating: 1900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[abc864197532's solution](#)

3427.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[abc864197532's solution](#)

3428.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[abc864197532's solution](#)

3429.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2020-02-01 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[abc864197532's solution](#)

3430.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

3431.

1488D

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

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[abc864197532's solution](#)

3432.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[abc864197532's solution](#)

3433.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[abc864197532's solution](#)

3434.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math
[abc864197532's solution](#)

3435.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, trees
[abc864197532's solution](#)

3436.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[abc864197532's solution](#)

3437.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[abc864197532's solution](#)

3438.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2021-03-05 · last AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[abc864197532's solution](#)

3439.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[abc864197532's solution](#)

3440.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[abc864197532's solution](#)

3441.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings, strings
[abc864197532's solution](#)

3442.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[abc864197532's solution](#)

3443.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[abc864197532's solution](#)

3444.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[abc864197532's solution](#)

3445.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · last AC: 2021-02-17 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, math

[abc864197532's solution](#)

3446.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[abc864197532's solution](#)

3447.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[abc864197532's solution](#)

3448.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[abc864197532's solution](#)

3449.

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

3450.

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[abc864197532's solution](#)

3451.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[abc864197532's solution](#)

3452.

965D

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Quality: 3,345 global accepts · Rating: 1900 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[abc864197532's solution](#)

3453.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[abc864197532's solution](#)

3454.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[abc864197532's solution](#)

3455.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[abc864197532's solution](#)

3456.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[abc864197532's solution](#)

3457.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[abc864197532's solution](#)

3458.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
[abc864197532's solution](#)

3459.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[abc864197532's solution](#)

3460.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
[abc864197532's solution](#)

3461.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

3462.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-06-09 · last AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[abc864197532's solution](#)

3463.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[abc864197532's solution](#)

3464.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[abc864197532's solution](#)

3465.

931F

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

3466.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[abc864197532's solution](#)

3467.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[abc864197532's solution](#)

3468.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[abc864197532's solution](#)

3469.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

3470.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[abc864197532's solution](#)

3471.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[abc864197532's solution](#)

3472.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[abc864197532's solution](#)

3473.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[abc864197532's solution](#)

3474.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[abc864197532's solution](#)

3475.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, interactive

[abc864197532's solution](#)

3476.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

3477.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

3478.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[abc864197532's solution](#)

3479.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[abc864197532's solution](#)

3480.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[abc864197532's solution](#)

3481.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[abc864197532's solution](#)

3482.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

3483.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[abc864197532's solution](#)

3484.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

3485.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

3486.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[abc864197532's solution](#)

3487.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[abc864197532's solution](#)

3488.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

3489.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[abc864197532's solution](#)

3490.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

3491.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[abc864197532's solution](#)

3492.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[abc864197532's solution](#)

3493.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

3494.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3495.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[abc864197532's solution](#)

3496.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[abc864197532's solution](#)

3497.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[abc864197532's solution](#)

3498.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2020-07-03 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[abc864197532's solution](#)

3499.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[abc864197532's solution](#)

3500.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[abc864197532's solution](#)

3501.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

3502.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[abc864197532's solution](#)

3503.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[abc864197532's solution](#)

3504.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[abc864197532's solution](#)

3505.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[abc864197532's solution](#)

3506.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[abc864197532's solution](#)

3507.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[abc864197532's solution](#)

3508.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

3509.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[abc864197532's solution](#)

3510.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[abc864197532's solution](#)

3511.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[abc864197532's solution](#)

3512.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[abc864197532's solution](#)

3513.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[abc864197532's solution](#)

3514.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[abc864197532's solution](#)

3515.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

3516.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities
[abc864197532's solution](#)

3517.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[abc864197532's solution](#)

3518.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[abc864197532's solution](#)

3519.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[abc864197532's solution](#)

3520.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[abc864197532's solution](#)

3521.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers
[abc864197532's solution](#)

3522.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs
[abc864197532's solution](#)

3523.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[abc864197532's solution](#)

3524.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[abc864197532's solution](#)

3525.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[abc864197532's solution](#)

3526.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[abc864197532's solution](#)

3527.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[abc864197532's solution](#)

3528.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[abc864197532's solution](#)

3529.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[abc864197532's solution](#)

3530.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[abc864197532's solution](#)

3531.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[abc864197532's solution](#)

3532.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[abc864197532's solution](#)

3533.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[abc864197532's solution](#)

3534.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[abc864197532's solution](#)

3535.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[abc864197532's solution](#)

3536.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[abc864197532's solution](#)

3537.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[abc864197532's solution](#)

3538.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[abc864197532's solution](#)

3539.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[abc864197532's solution](#)

3540.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[abc864197532's solution](#)

3541.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[abc864197532's solution](#)

3542.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[abc864197532's solution](#)

3543.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[abc864197532's solution](#)

3544.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[abc864197532's solution](#)

3545.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[abc864197532's solution](#)

3546.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math

[abc864197532's solution](#)

3547.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

3548.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[abc864197532's solution](#)

3549.

1265D

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

Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

3550.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-12-02 · last AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[abc864197532's solution](#)

3551.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[abc864197532's solution](#)

3552.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[abc864197532's solution](#)

3553.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[abc864197532's solution](#)

3554.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[abc864197532's solution](#)

3555.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[abc864197532's solution](#)

3556.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[abc864197532's solution](#)

3557.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 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

[abc864197532's solution](#)

3558.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[abc864197532's solution](#)

3559.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[abc864197532's solution](#)

3560.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[abc864197532's solution](#)

3561.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[abc864197532's solution](#)

3562.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[abc864197532's solution](#)

3563.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

3564.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[abc864197532's solution](#)

3565.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and

similar, dp, fft, trees

[abc864197532's solution](#)

3566.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[abc864197532's solution](#)

3567.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[abc864197532's solution](#)

3568.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[abc864197532's solution](#)

3569.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[abc864197532's solution](#)

3570.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[abc864197532's solution](#)

3571.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[abc864197532's solution](#)

3572.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[abc864197532's solution](#)

3573.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[abc864197532's solution](#)

3574.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[abc864197532's solution](#)

3575.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[abc864197532's solution](#)

3576.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[abc864197532's solution](#)

3577.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[abc864197532's solution](#)

3578.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[abc864197532's solution](#)

3579.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[abc864197532's solution](#)

3580.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[abc864197532's solution](#)

3581.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[abc864197532's solution](#)

3582.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

3583.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[abc864197532's solution](#)

3584.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[abc864197532's solution](#)

3585.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

3586.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[abc864197532's solution](#)

3587.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[abc864197532's solution](#)

3588.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[abc864197532's solution](#)

3589.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[abc864197532's solution](#)

3590.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[abc864197532's solution](#)

3591.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[abc864197532's solution](#)

3592.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[abc864197532's solution](#)

3593.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[abc864197532's solution](#)

3594.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[abc864197532's solution](#)

3595.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

3596.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[abc864197532's solution](#)

3597.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[abc864197532's solution](#)

3598.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[abc864197532's solution](#)

3599.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[abc864197532's solution](#)

3600.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[abc864197532's solution](#)

3601.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
[abc864197532's solution](#)

3602.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[abc864197532's solution](#)

3603.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[abc864197532's solution](#)

3604.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[abc864197532's solution](#)

3605.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[abc864197532's solution](#)

3606.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
[abc864197532's solution](#)

3607.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[abc864197532's solution](#)

3608.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
[abc864197532's solution](#)

3609.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[abc864197532's solution](#)

3610.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[abc864197532's solution](#)

3611.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

3612.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[abc864197532's solution](#)

3613.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[abc864197532's solution](#)

3614.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

3615.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[abc864197532's solution](#)

3616.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[abc864197532's solution](#)

3617.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[abc864197532's solution](#)

3618.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[abc864197532's solution](#)

3619.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[abc864197532's solution](#)

3620.

1588B

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

Rating: 2000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[abc864197532's solution](#)

3621.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[abc864197532's solution](#)

3622.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[abc864197532's solution](#)

3623.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[abc864197532's solution](#)

3624.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[abc864197532's solution](#)

3625.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[abc864197532's solution](#)

3626.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

3627.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[abc864197532's solution](#)

3628.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[abc864197532's solution](#)

3629.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[abc864197532's solution](#)

3630.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

3631.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[abc864197532's solution](#)

3632.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[abc864197532's solution](#)

3633.

1712D

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Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[abc864197532's solution](#)

3634.

609D

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Quality: 3,163 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[abc864197532's solution](#)

3635.

600D

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Quality: 2,704 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[abc864197532's solution](#)

3636.

1716D

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Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[abc864197532's solution](#)

3637.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[abc864197532's solution](#)

3638.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

3639.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[abc864197532's solution](#)

3640.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[abc864197532's solution](#)

3641.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

3642.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[abc864197532's solution](#)

3643.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

3644.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[abc864197532's solution](#)

3645.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[abc864197532's solution](#)

3646.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[abc864197532's solution](#)

3647.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[abc864197532's solution](#)

3648.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[abc864197532's solution](#)

3649.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[abc864197532's solution](#)

3650.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[abc864197532's solution](#)

3651.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[abc864197532's solution](#)

3652.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[abc864197532's solution](#)

3653.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[abc864197532's solution](#)

3654.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[abc864197532's solution](#)

3655.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[abc864197532's solution](#)

3656.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[abc864197532's solution](#)

3657.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-06-07 · last AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[abc864197532's solution](#)

3658.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[abc864197532's solution](#)

3659.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[abc864197532's solution](#)

3660.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[abc864197532's solution](#)

3661.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[abc864197532's solution](#)

3662.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[abc864197532's solution](#)

3663.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[abc864197532's solution](#)

3664.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[abc864197532's solution](#)

3665.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[abc864197532's solution](#)

3666.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[abc864197532's solution](#)

3667.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[abc864197532's solution](#)

3668.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[abc864197532's solution](#)

3669.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-12-22 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[abc864197532's solution](#)

3670.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[abc864197532's solution](#)

3671.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

[abc864197532's solution](#)

3672.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[abc864197532's solution](#)

3673.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[abc864197532's solution](#)

3674.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

3675.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

3676.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

3677.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[abc864197532's solution](#)

3678.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[abc864197532's solution](#)

3679.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[abc864197532's solution](#)

3680.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[abc864197532's solution](#)

3681.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[abc864197532's solution](#)

3682.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[abc864197532's solution](#)

3683.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[abc864197532's solution](#)

3684.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[abc864197532's solution](#)

3685.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[abc864197532's solution](#)

3686.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3687.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[abc864197532's solution](#)

3688.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2020-01-01 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[abc864197532's solution](#)

3689.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[abc864197532's solution](#)

3690.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[abc864197532's solution](#)

3691.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[abc864197532's solution](#)

3692.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[abc864197532's solution](#)

3693.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[abc864197532's solution](#)

3694.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[abc864197532's solution](#)

3695.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

3696.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[abc864197532's solution](#)

3697.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

3698.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[abc864197532's solution](#)

3699.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[abc864197532's solution](#)

3700.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[abc864197532's solution](#)

3701.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

3702.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[abc864197532's solution](#)

3703.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[abc864197532's solution](#)

3704.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[abc864197532's solution](#)

3705.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[abc864197532's solution](#)

3706.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2020-12-12 · last AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[abc864197532's solution](#)

3707.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[abc864197532's solution](#)

3708.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[abc864197532's solution](#)

3709.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[abc864197532's solution](#)

3710.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[abc864197532's solution](#)

3711.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[abc864197532's solution](#)

3712.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[abc864197532's solution](#)

3713.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[abc864197532's solution](#)

3714.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[abc864197532's solution](#)

3715.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[abc864197532's solution](#)

3716.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[abc864197532's solution](#)

3717.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[abc864197532's solution](#)

3718.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[abc864197532's solution](#)

3719.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[abc864197532's solution](#)

3720.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

3721.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3722.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[abc864197532's solution](#)

3723.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[abc864197532's solution](#)

3724.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

3725.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

3726.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

3727.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[abc864197532's solution](#)

3728.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 2000 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[abc864197532's solution](#)

3729.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[abc864197532's solution](#)

3730.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[abc864197532's solution](#)

3731.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[abc864197532's solution](#)

3732.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[abc864197532's solution](#)

3733.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[abc864197532's solution](#)

3734.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

3735.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[abc864197532's solution](#)

3736.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[abc864197532's solution](#)

3737.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

3738.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[abc864197532's solution](#)

3739.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[abc864197532's solution](#)

3740.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[abc864197532's solution](#)

3741.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

3742.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[abc864197532's solution](#)

3743.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[abc864197532's solution](#)

3744.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[abc864197532's solution](#)

3745.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[abc864197532's solution](#)

3746.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[abc864197532's solution](#)

3747.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[abc864197532's solution](#)

3748.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[abc864197532's solution](#)

3749.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[abc864197532's solution](#)

3750.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[abc864197532's solution](#)

3751.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[abc864197532's solution](#)

3752.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3753.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[abc864197532's solution](#)

3754.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[abc864197532's solution](#)

3755.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[abc864197532's solution](#)

3756.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[abc864197532's solution](#)

3757.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

3758.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[abc864197532's solution](#)

3759.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[abc864197532's solution](#)

3760.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3761.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[abc864197532's solution](#)

3762.

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, shortest paths

[abc864197532's solution](#)

3763.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

3764.

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

3765.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[abc864197532's solution](#)

3766.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[abc864197532's solution](#)

3767.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[abc864197532's solution](#)

3768.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[abc864197532's solution](#)

3769.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

3770.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3771.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[abc864197532's solution](#)

3772.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[abc864197532's solution](#)

3773.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[abc864197532's solution](#)

3774.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[abc864197532's solution](#)

3775.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[abc864197532's solution](#)

3776.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[abc864197532's solution](#)

3777.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[abc864197532's solution](#)

3778.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[abc864197532's solution](#)

3779.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[abc864197532's solution](#)

3780.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[abc864197532's solution](#)

3781.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities
[abc864197532's solution](#)

3782.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[abc864197532's solution](#)

3783.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[abc864197532's solution](#)

3784.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-02-09 · last AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[abc864197532's solution](#)

3785.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-02-06 · last AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[abc864197532's solution](#)

3786.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

3787.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

3788.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-02-01 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[abc864197532's solution](#)

3789.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[abc864197532's solution](#)

3790.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · last AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[abc864197532's solution](#)

3791.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[abc864197532's solution](#)

3792.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[abc864197532's solution](#)

3793.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[abc864197532's solution](#)

3794.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[abc864197532's solution](#)

3795.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

3796.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[abc864197532's solution](#)

3797.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 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

[abc864197532's solution](#)

3798.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[abc864197532's solution](#)

3799.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[abc864197532's solution](#)

3800.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[abc864197532's solution](#)

3801.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[abc864197532's solution](#)

3802.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[abc864197532's solution](#)

3803.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

3804.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[abc864197532's solution](#)

3805.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[abc864197532's solution](#)

3806.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[abc864197532's solution](#)

3807.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, dp, greedy

[abc864197532's solution](#)

3808.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

3809.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[abc864197532's solution](#)

3810.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

3811.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[abc864197532's solution](#)

3812.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[abc864197532's solution](#)

3813.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[abc864197532's solution](#)

3814.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[abc864197532's solution](#)

3815.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[abc864197532's solution](#)

3816.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs
[abc864197532's solution](#)

3817.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs
[abc864197532's solution](#)

3818.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
[abc864197532's solution](#)

3819.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[abc864197532's solution](#)

3820.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
[abc864197532's solution](#)

3821.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[abc864197532's solution](#)

3822.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[abc864197532's solution](#)

3823.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[abc864197532's solution](#)

3824.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[abc864197532's solution](#)

3825.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[abc864197532's solution](#)

3826.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy,

math, number theory
[abc864197532's solution](#)

3827.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2020-08-03 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[abc864197532's solution](#)

3828.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2020-05-01 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[abc864197532's solution](#)

3829.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[abc864197532's solution](#)

3830.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[abc864197532's solution](#)

3831.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[abc864197532's solution](#)

3832.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[abc864197532's solution](#)

3833.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[abc864197532's solution](#)

3834.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2020-08-14 · last AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

3835.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[abc864197532's solution](#)

3836.

1971H

[+1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs
[abc864197532's solution](#)

3837.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[abc864197532's solution](#)

3838.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[abc864197532's solution](#)

3839.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

3840.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[abc864197532's solution](#)

3841.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[abc864197532's solution](#)

3842.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
[abc864197532's solution](#)

3843.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[abc864197532's solution](#)

3844.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[abc864197532's solution](#)

3845.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[abc864197532's solution](#)

3846.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[abc864197532's solution](#)

3847.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

3848.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[abc864197532's solution](#)

3849.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[abc864197532's solution](#)

3850.

1732C2

[Sheikh \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[abc864197532's solution](#)

3851.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

3852.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[abc864197532's solution](#)

3853.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[abc864197532's solution](#)

3854.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[abc864197532's solution](#)

3855.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[abc864197532's solution](#)

3856.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[abc864197532's solution](#)

3857.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[abc864197532's solution](#)

3858.

838B

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

Quality: 1,078 global accepts · Rating: 2100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[abc864197532's solution](#)

3859.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[abc864197532's solution](#)

3860.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[abc864197532's solution](#)

3861.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[abc864197532's solution](#)

3862.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[abc864197532's solution](#)

3863.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[abc864197532's solution](#)

3864.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[abc864197532's solution](#)

3865.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[abc864197532's solution](#)

3866.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

3867.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[abc864197532's solution](#)

3868.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

3869.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[abc864197532's solution](#)

3870.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[abc864197532's solution](#)

3871.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[abc864197532's solution](#)

3872.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,998 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[abc864197532's solution](#)

3873.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

3874.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

3875.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[abc864197532's solution](#)

3876.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[abc864197532's solution](#)

3877.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[abc864197532's solution](#)

3878.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[abc864197532's solution](#)

3879.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[abc864197532's solution](#)

3880.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[abc864197532's solution](#)

3881.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[abc864197532's solution](#)

3882.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[abc864197532's solution](#)

3883.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

3884.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[abc864197532's solution](#)

3885.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[abc864197532's solution](#)

3886.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[abc864197532's solution](#)

3887.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[abc864197532's solution](#)

3888.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[abc864197532's solution](#)

3889.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[abc864197532's solution](#)

3890.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[abc864197532's solution](#)

3891.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

3892.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[abc864197532's solution](#)

3893.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

3894.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[abc864197532's solution](#)

3895.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[abc864197532's solution](#)

3896.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy
[abc864197532's solution](#)

3897.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

3898.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
[abc864197532's solution](#)

3899.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[abc864197532's solution](#)

3900.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[abc864197532's solution](#)

3901.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[abc864197532's solution](#)

3902.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[abc864197532's solution](#)

3903.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers
[abc864197532's solution](#)

3904.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[abc864197532's solution](#)

3905.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[abc864197532's solution](#)

3906.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[abc864197532's solution](#)

3907.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[abc864197532's solution](#)

3908.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[abc864197532's solution](#)

3909.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[abc864197532's solution](#)

3910.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-02-18 · last AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[abc864197532's solution](#)

3911.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[abc864197532's solution](#)

3912.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[abc864197532's solution](#)

3913.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

3914.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[abc864197532's solution](#)

3915.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

3916.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2020-02-29 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[abc864197532's solution](#)

3917.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3918.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2021-03-25 · last AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3919.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

3920.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[abc864197532's solution](#)

3921.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[abc864197532's solution](#)

3922.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[abc864197532's solution](#)

3923.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[abc864197532's solution](#)

3924.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[abc864197532's solution](#)

3925.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[abc864197532's solution](#)

3926.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[abc864197532's solution](#)

3927.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[abc864197532's solution](#)

3928.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[abc864197532's solution](#)

3929.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[abc864197532's solution](#)

3930.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[abc864197532's solution](#)

3931.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

3932.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abc864197532's solution](#)

3933.

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math, ternary search

[abc864197532's solution](#)

3934.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[abc864197532's solution](#)

3935.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[abc864197532's solution](#)

3936.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

3937.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[abc864197532's solution](#)

3938.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[abc864197532's solution](#)

3939.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[abc864197532's solution](#)

3940.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy
[abc864197532's solution](#)

3941.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[abc864197532's solution](#)

3942.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[abc864197532's solution](#)

3943.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

3944.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[abc864197532's solution](#)

3945.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[abc864197532's solution](#)

3946.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[abc864197532's solution](#)

3947.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[abc864197532's solution](#)

3948.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[abc864197532's solution](#)

3949.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[abc864197532's solution](#)

3950.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

3951.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

3952.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[abc864197532's solution](#)

3953.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · last AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[abc864197532's solution](#)

3954.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[abc864197532's solution](#)

3955.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[abc864197532's solution](#)

3956.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

3957.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-09-10 · last AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

math, number theory
[abc864197532's solution](#)

3958.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[abc864197532's solution](#)

3959.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[abc864197532's solution](#)

3960.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[abc864197532's solution](#)

3961.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[abc864197532's solution](#)

3962.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[abc864197532's solution](#)

3963.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[abc864197532's solution](#)

3964.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[abc864197532's solution](#)

3965.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[abc864197532's solution](#)

3966.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry
[abc864197532's solution](#)

3967.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[abc864197532's solution](#)

3968.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[abc864197532's solution](#)

3969.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[abc864197532's solution](#)

3970.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[abc864197532's solution](#)

3971.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[abc864197532's solution](#)

3972.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings

[abc864197532's solution](#)

3973.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[abc864197532's solution](#)

3974.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

3975.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[abc864197532's solution](#)

3976.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

3977.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[abc864197532's solution](#)

3978.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[abc864197532's solution](#)

3979.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[abc864197532's solution](#)

3980.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[abc864197532's solution](#)

3981.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[abc864197532's solution](#)

3982.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[abc864197532's solution](#)

3983.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[abc864197532's solution](#)

3984.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[abc864197532's solution](#)

3985.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

3986.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[abc864197532's solution](#)

3987.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[abc864197532's solution](#)

3988.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[abc864197532's solution](#)

3989.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · last AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[abc864197532's solution](#)

3990.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[abc864197532's solution](#)

3991.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[abc864197532's solution](#)

3992.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[abc864197532's solution](#)

3993.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[abc864197532's solution](#)

3994.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[abc864197532's solution](#)

3995.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[abc864197532's solution](#)

3996.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

3997.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

3998.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[abc864197532's solution](#)

3999.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[abc864197532's solution](#)

4000.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[abc864197532's solution](#)

4001.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[abc864197532's solution](#)

4002.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer

[abc864197532's solution](#)

4003.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[abc864197532's solution](#)

4004.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[abc864197532's solution](#)

4005.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[abc864197532's solution](#)

4006.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2020-04-03 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[abc864197532's solution](#)

4007.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[abc864197532's solution](#)

4008.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2020-03-25 · last AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[abc864197532's solution](#)

4009.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

4010.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[abc864197532's solution](#)

4011.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[abc864197532's solution](#)

4012.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[abc864197532's solution](#)

4013.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

4014.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[abc864197532's solution](#)

4015.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[abc864197532's solution](#)

4016.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[abc864197532's solution](#)

4017.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

4018.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[abc864197532's solution](#)

4019.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[abc864197532's solution](#)

4020.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[abc864197532's solution](#)

4021.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2020-01-02 · last AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[abc864197532's solution](#)

4022.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[abc864197532's solution](#)

4023.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[abc864197532's solution](#)

4024.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[abc864197532's solution](#)

4025.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[abc864197532's solution](#)

4026.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[abc864197532's solution](#)

4027.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[abc864197532's solution](#)

4028.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[abc864197532's solution](#)

4029.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[abc864197532's solution](#)

4030.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[abc864197532's solution](#)

4031.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[abc864197532's solution](#)

4032.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[abc864197532's solution](#)

4033.

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

[abc864197532's solution](#)

4034.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[abc864197532's solution](#)

4035.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[abc864197532's solution](#)

4036.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

4037.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[abc864197532's solution](#)

4038.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[abc864197532's solution](#)

4039.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[abc864197532's solution](#)

4040.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[abc864197532's solution](#)

4041.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[abc864197532's solution](#)

4042.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[abc864197532's solution](#)

4043.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive
[abc864197532's solution](#)

4044.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees
[abc864197532's solution](#)

4045.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[abc864197532's solution](#)

4046.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[abc864197532's solution](#)

4047.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

combinatorics, divide and conquer, math, number theory

[abc864197532's solution](#)

4048.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[abc864197532's solution](#)

4049.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[abc864197532's solution](#)

4050.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[abc864197532's solution](#)

4051.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[abc864197532's solution](#)

4052.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

4053.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[abc864197532's solution](#)

4054.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[abc864197532's solution](#)

4055.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[abc864197532's solution](#)

4056.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[abc864197532's solution](#)

4057.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[abc864197532's solution](#)

4058.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[abc864197532's solution](#)

4059.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[abc864197532's solution](#)

4060.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[abc864197532's solution](#)

4061.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[abc864197532's solution](#)

4062.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[abc864197532's solution](#)

4063.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[abc864197532's solution](#)

4064.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing
[abc864197532's solution](#)

4065.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[abc864197532's solution](#)

4066.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[abc864197532's solution](#)

4067.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[abc864197532's solution](#)

4068.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[abc864197532's solution](#)

4069.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[abc864197532's solution](#)

4070.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[abc864197532's solution](#)

4071.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[abc864197532's solution](#)

4072.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[abc864197532's solution](#)

4073.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[abc864197532's solution](#)

4074.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[abc864197532's solution](#)

4075.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

4076.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[abc864197532's solution](#)

4077.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[abc864197532's solution](#)

4078.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
[abc864197532's solution](#)

4079.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[abc864197532's solution](#)

4080.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
[abc864197532's solution](#)

4081.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[abc864197532's solution](#)

4082.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[abc864197532's solution](#)

4083.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[abc864197532's solution](#)

4084.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[abc864197532's solution](#)

4085.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[abc864197532's solution](#)

4086.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[abc864197532's solution](#)

4087.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[abc864197532's solution](#)

4088.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[abc864197532's solution](#)

4089.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[abc864197532's solution](#)

4090.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[abc864197532's solution](#)

4091.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[abc864197532's solution](#)

4092.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[abc864197532's solution](#)

4093.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

4094.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[abc864197532's solution](#)

4095.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[abc864197532's solution](#)

4096.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[abc864197532's solution](#)

4097.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[abc864197532's solution](#)

4098.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[abc864197532's solution](#)

4099.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[abc864197532's solution](#)

4100.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[abc864197532's solution](#)

4101.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[abc864197532's solution](#)

4102.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[abc864197532's solution](#)

4103.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[abc864197532's solution](#)

4104.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[abc864197532's solution](#)

4105.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

4106.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[abc864197532's solution](#)

4107.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[abc864197532's solution](#)

4108.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[abc864197532's solution](#)

4109.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[abc864197532's solution](#)

4110.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[abc864197532's solution](#)

4111.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[abc864197532's solution](#)

4112.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[abc864197532's solution](#)

4113.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[abc864197532's solution](#)

4114.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[abc864197532's solution](#)

4115.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[abc864197532's solution](#)

4116.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)

4117.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees
[abc864197532's solution](#)

4118.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[abc864197532's solution](#)

4119.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[abc864197532's solution](#)

4120.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[abc864197532's solution](#)

4121.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[abc864197532's solution](#)

4122.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

4123.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[abc864197532's solution](#)

4124.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[abc864197532's solution](#)

4125.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
[abc864197532's solution](#)

4126.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[abc864197532's solution](#)

4127.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[abc864197532's solution](#)**4128.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[abc864197532's solution](#)**4129.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[abc864197532's solution](#)**4130.**

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[abc864197532's solution](#)**4131.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[abc864197532's solution](#)**4132.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[abc864197532's solution](#)**4133.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[abc864197532's solution](#)**4134.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[abc864197532's solution](#)**4135.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[abc864197532's solution](#)**4136.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[abc864197532's solution](#)

4137.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[abc864197532's solution](#)

4138.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[abc864197532's solution](#)

4139.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[abc864197532's solution](#)

4140.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[abc864197532's solution](#)

4141.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-12-26 · last AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[abc864197532's solution](#)

4142.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[abc864197532's solution](#)

4143.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[abc864197532's solution](#)

4144.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[abc864197532's solution](#)

4145.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[abc864197532's solution](#)

4146.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[abc864197532's solution](#)

4147.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[abc864197532's solution](#)

4148.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings
[abc864197532's solution](#)

4149.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

4150.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[abc864197532's solution](#)

4151.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[abc864197532's solution](#)

4152.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[abc864197532's solution](#)

4153.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
[abc864197532's solution](#)

4154.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
[abc864197532's solution](#)

4155.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: fft, math
[abc864197532's solution](#)

4156.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[abc864197532's solution](#)

4157.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[abc864197532's solution](#)

4158.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[abc864197532's solution](#)

4159.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[abc864197532's solution](#)

4160.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[abc864197532's solution](#)

4161.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

4162.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math
[abc864197532's solution](#)

4163.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[abc864197532's solution](#)

4164.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[abc864197532's solution](#)

4165.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[abc864197532's solution](#)

4166.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings
[abc864197532's solution](#)

4167.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[abc864197532's solution](#)

4168.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[abc864197532's solution](#)

4169.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[abc864197532's solution](#)

4170.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[abc864197532's solution](#)

4171.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[abc864197532's solution](#)

4172.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[abc864197532's solution](#)

4173.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, strings

[abc864197532's solution](#)

4174.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[abc864197532's solution](#)

4175.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[abc864197532's solution](#)

4176.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[abc864197532's solution](#)

4177.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[abc864197532's solution](#)

4178.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4179.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[abc864197532's solution](#)

4180.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[abc864197532's solution](#)

4181.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[abc864197532's solution](#)

4182.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[abc864197532's solution](#)

4183.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[abc864197532's solution](#)

4184.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[abc864197532's solution](#)

4185.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[abc864197532's solution](#)

4186.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[abc864197532's solution](#)

4187.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures,

geometry, sortings

[abc864197532's solution](#)

4188.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[abc864197532's solution](#)

4189.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[abc864197532's solution](#)

4190.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[abc864197532's solution](#)

4191.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[abc864197532's solution](#)

4192.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2021-01-21 · last AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[abc864197532's solution](#)

4193.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[abc864197532's solution](#)

4194.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[abc864197532's solution](#)

4195.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2021-01-08 · last AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: flows

[abc864197532's solution](#)

4196.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · last AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[abc864197532's solution](#)

4197.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[abc864197532's solution](#)

4198.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[abc864197532's solution](#)

4199.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[abc864197532's solution](#)

4200.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[abc864197532's solution](#)

4201.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[abc864197532's solution](#)

4202.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

4203.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[abc864197532's solution](#)

4204.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

4205.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
[abc864197532's solution](#)

4206.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[abc864197532's solution](#)

4207.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[abc864197532's solution](#)

4208.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[abc864197532's solution](#)

4209.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[abc864197532's solution](#)

4210.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[abc864197532's solution](#)

4211.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[abc864197532's solution](#)

4212.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

4213.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[abc864197532's solution](#)

4214.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[abc864197532's solution](#)

4215.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[abc864197532's solution](#)

4216.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[abc864197532's solution](#)

4217.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[abc864197532's solution](#)

4218.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[abc864197532's solution](#)

4219.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[abc864197532's solution](#)

4220.

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[abc864197532's solution](#)

4221.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[abc864197532's solution](#)

4222.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-15 · last AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[abc864197532's solution](#)

4223.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[abc864197532's solution](#)

4224.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · last AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[abc864197532's solution](#)

4225.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[abc864197532's solution](#)

4226.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[abc864197532's solution](#)

4227.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

4228.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[abc864197532's solution](#)

4229.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[abc864197532's solution](#)

4230.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[abc864197532's solution](#)

4231.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-02-21 · last AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[abc864197532's solution](#)

4232.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[abc864197532's solution](#)

4233.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[abc864197532's solution](#)

4234.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[abc864197532's solution](#)

4235.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[abc864197532's solution](#)

4236.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[abc864197532's solution](#)

4237.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[abc864197532's solution](#)

4238.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[abc864197532's solution](#)

4239.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[abc864197532's solution](#)

4240.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[abc864197532's solution](#)

4241.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[abc864197532's solution](#)

4242.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[abc864197532's solution](#)

4243.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
[abc864197532's solution](#)

4244.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[abc864197532's solution](#)

4245.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[abc864197532's solution](#)

4246.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

4247.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

4248.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[abc864197532's solution](#)

4249.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[abc864197532's solution](#)

4250.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

4251.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-02-29 · last AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[abc864197532's solution](#)

4252.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[abc864197532's solution](#)

4253.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[abc864197532's solution](#)

4254.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[abc864197532's solution](#)

4255.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · last AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[abc864197532's solution](#)

4256.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

4257.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[abc864197532's solution](#)

4258.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[abc864197532's solution](#)

4259.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-02-06 · last AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[abc864197532's solution](#)

4260.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[abc864197532's solution](#)

4261.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[abc864197532's solution](#)

4262.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[abc864197532's solution](#)

4263.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[abc864197532's solution](#)

4264.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[abc864197532's solution](#)

4265.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[abc864197532's solution](#)

4266.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[abc864197532's solution](#)

4267.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[abc864197532's solution](#)

4268.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-18 · last AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[abc864197532's solution](#)

4269.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[abc864197532's solution](#)

4270.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[abc864197532's solution](#)

4271.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[abc864197532's solution](#)

4272.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[abc864197532's solution](#)

4273.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[abc864197532's solution](#)

4274.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

4275.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[abc864197532's solution](#)

4276.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[abc864197532's solution](#)

4277.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[abc864197532's solution](#)

4278.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[abc864197532's solution](#)

4279.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[abc864197532's solution](#)

4280.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[abc864197532's solution](#)

4281.

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

[abc864197532's solution](#)

4282.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

4283.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[abc864197532's solution](#)

4284.

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[abc864197532's solution](#)

4285.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[abc864197532's solution](#)

4286.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[abc864197532's solution](#)

4287.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[abc864197532's solution](#)

4288.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[abc864197532's solution](#)

4289.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[abc864197532's solution](#)

4290.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[abc864197532's solution](#)

4291.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[abc864197532's solution](#)

4292.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

4293.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[abc864197532's solution](#)

4294.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[abc864197532's solution](#)

4295.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: flows

[abc864197532's solution](#)

4296.

648E

[B > C or D 8 Dt8D ;Cà](#)

Quality: 158 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[abc864197532's solution](#)

4297.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4298.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[abc864197532's solution](#)

4299.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[abc864197532's solution](#)

4300.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[abc864197532's solution](#)

4301.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[abc864197532's solution](#)

4302.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[abc864197532's solution](#)

4303.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[abc864197532's solution](#)

4304.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[abc864197532's solution](#)

4305.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[abc864197532's solution](#)

4306.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

4307.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[abc864197532's solution](#)

4308.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[abc864197532's solution](#)

4309.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[abc864197532's solution](#)

4310.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[abc864197532's solution](#)

4311.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[abc864197532's solution](#)

4312.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[abc864197532's solution](#)

4313.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[abc864197532's solution](#)

4314.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[abc864197532's solution](#)

4315.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[abc864197532's solution](#)

4316.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[abc864197532's solution](#)

4317.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[abc864197532's solution](#)

4318.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[abc864197532's solution](#)

4319.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[abc864197532's solution](#)

4320.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[abc864197532's solution](#)

4321.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[abc864197532's solution](#)

4322.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[abc864197532's solution](#)

4323.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[abc864197532's solution](#)

4324.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[abc864197532's solution](#)

4325.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[abc864197532's solution](#)

4326.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[abc864197532's solution](#)

4327.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[abc864197532's solution](#)

4328.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[abc864197532's solution](#)

4329.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[abc864197532's solution](#)

4330.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[abc864197532's solution](#)

4331.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[abc864197532's solution](#)

4332.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

4333.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[abc864197532's solution](#)

4334.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[abc864197532's solution](#)

4335.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[abc864197532's solution](#)

4336.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[abc864197532's solution](#)

4337.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[abc864197532's solution](#)

4338.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[abc864197532's solution](#)

4339.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[abc864197532's solution](#)

4340.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[abc864197532's solution](#)

4341.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[abc864197532's solution](#)

4342.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[abc864197532's solution](#)

4343.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[abc864197532's solution](#)

4344.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[abc864197532's solution](#)

4345.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[abc864197532's solution](#)

4346.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[abc864197532's solution](#)

4347.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[abc864197532's solution](#)

4348.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[abc864197532's solution](#)

4349.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

4350.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[abc864197532's solution](#)

4351.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[abc864197532's solution](#)

4352.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[abc864197532's solution](#)

4353.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

4354.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[abc864197532's solution](#)

4355.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[abc864197532's solution](#)

4356.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[abc864197532's solution](#)

4357.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[abc864197532's solution](#)

4358.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[abc864197532's solution](#)

4359.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[abc864197532's solution](#)

4360.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[abc864197532's solution](#)

4361.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[abc864197532's solution](#)

4362.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[abc864197532's solution](#)

4363.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[abc864197532's solution](#)

4364.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[abc864197532's solution](#)

4365.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[abc864197532's solution](#)

4366.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[abc864197532's solution](#)

4367.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[abc864197532's solution](#)

4368.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[abc864197532's solution](#)

4369.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[abc864197532's solution](#)

4370.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[abc864197532's solution](#)

4371.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[abc864197532's solution](#)

4372.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[abc864197532's solution](#)

4373.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-07-16 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[abc864197532's solution](#)

4374.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[abc864197532's solution](#)

4375.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[abc864197532's solution](#)

4376.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[abc864197532's solution](#)

4377.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[abc864197532's solution](#)

4378.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

4379.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[abc864197532's solution](#)

4380.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[abc864197532's solution](#)

4381.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[abc864197532's solution](#)

4382.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

4383.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[abc864197532's solution](#)

4384.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[abc864197532's solution](#)

4385.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[abc864197532's solution](#)

4386.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[abc864197532's solution](#)

4387.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[abc864197532's solution](#)

4388.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[abc864197532's solution](#)

4389.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[abc864197532's solution](#)

4390.

1488F

[Dogeecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[abc864197532's solution](#)

4391.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

4392.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[abc864197532's solution](#)

4393.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[abc864197532's solution](#)

4394.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[abc864197532's solution](#)

4395.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[abc864197532's solution](#)

4396.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[abc864197532's solution](#)

4397.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[abc864197532's solution](#)

4398.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[abc864197532's solution](#)

4399.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[abc864197532's solution](#)

4400.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[abc864197532's solution](#)

4401.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[abc864197532's solution](#)

4402.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[abc864197532's solution](#)

4403.

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[abc864197532's solution](#)

4404.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[abc864197532's solution](#)

4405.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-12-15 · last AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[abc864197532's solution](#)

4406.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[abc864197532's solution](#)

4407.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[abc864197532's solution](#)

4408.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[abc864197532's solution](#)

4409.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

4410.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
[abc864197532's solution](#)

4411.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[abc864197532's solution](#)

4412.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[abc864197532's solution](#)

4413.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[abc864197532's solution](#)

4414.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[abc864197532's solution](#)

4415.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[abc864197532's solution](#)

4416.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[abc864197532's solution](#)

4417.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[abc864197532's solution](#)

4418.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[abc864197532's solution](#)

4419.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[abc864197532's solution](#)

4420.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

4421.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

4422.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[abc864197532's solution](#)

4423.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[abc864197532's solution](#)

4424.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[abc864197532's solution](#)

4425.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[abc864197532's solution](#)

4426.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[abc864197532's solution](#)

4427.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

4428.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

4429.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[abc864197532's solution](#)

4430.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[abc864197532's solution](#)

4431.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[abc864197532's solution](#)

4432.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[abc864197532's solution](#)

4433.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[abc864197532's solution](#)

4434.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[abc864197532's solution](#)

4435.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[abc864197532's solution](#)

4436.

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[abc864197532's solution](#)

4437.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[abc864197532's solution](#)

4438.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[abc864197532's solution](#)

4439.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[abc864197532's solution](#)

4440.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[abc864197532's solution](#)

4441.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-06-15 · last AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[abc864197532's solution](#)

4442.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

4443.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4444.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[abc864197532's solution](#)

4445.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[abc864197532's solution](#)

4446.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2020-03-29 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[abc864197532's solution](#)

4447.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[abc864197532's solution](#)

4448.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[abc864197532's solution](#)

4449.

1251E1

[Voting \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[abc864197532's solution](#)

4450.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[abc864197532's solution](#)

4451.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: flows

[abc864197532's solution](#)

4452.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

4453.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[abc864197532's solution](#)

4454.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

4455.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[abc864197532's solution](#)

4456.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[abc864197532's solution](#)

4457.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[abc864197532's solution](#)

4458.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[abc864197532's solution](#)

4459.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[abc864197532's solution](#)

4460.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[abc864197532's solution](#)

4461.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[abc864197532's solution](#)

4462.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[abc864197532's solution](#)

4463.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[abc864197532's solution](#)

4464.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[abc864197532's solution](#)

4465.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[abc864197532's solution](#)

4466.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[abc864197532's solution](#)

4467.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[abc864197532's solution](#)

4468.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[abc864197532's solution](#)

4469.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[abc864197532's solution](#)

4470.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings
[abc864197532's solution](#)

4471.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[abc864197532's solution](#)

4472.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[abc864197532's solution](#)

4473.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[abc864197532's solution](#)

4474.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[abc864197532's solution](#)

4475.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[abc864197532's solution](#)

4476.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[abc864197532's solution](#)

4477.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

4478.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[abc864197532's solution](#)

4479.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[abc864197532's solution](#)

4480.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[abc864197532's solution](#)

4481.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[abc864197532's solution](#)

4482.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-12-12 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[abc864197532's solution](#)

4483.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[abc864197532's solution](#)

4484.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[abc864197532's solution](#)

4485.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[abc864197532's solution](#)

4486.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[abc864197532's solution](#)

4487.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[abc864197532's solution](#)

4488.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[abc864197532's solution](#)

4489.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[abc864197532's solution](#)

4490.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[abc864197532's solution](#)

4491.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[abc864197532's solution](#)

4492.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[abc864197532's solution](#)

4493.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[abc864197532's solution](#)

4494.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[abc864197532's solution](#)

4495.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · last AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[abc864197532's solution](#)

4496.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[abc864197532's solution](#)

4497.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[abc864197532's solution](#)

4498.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[abc864197532's solution](#)

4499.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

4500.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

4501.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[abc864197532's solution](#)

4502.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[abc864197532's solution](#)

4503.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[abc864197532's solution](#)

4504.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[abc864197532's solution](#)

4505.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4506.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[abc864197532's solution](#)

4507.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[abc864197532's solution](#)

4508.

1163E

[Magical Permutation](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[abc864197532's solution](#)

4509.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[abc864197532's solution](#)

4510.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, math, sortings, two pointers

[abc864197532's solution](#)

4511.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[abc864197532's solution](#)

4512.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[abc864197532's solution](#)

4513.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures

[abc864197532's solution](#)

4514.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[abc864197532's solution](#)

4515.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[abc864197532's solution](#)

4516.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[abc864197532's solution](#)

4517.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[abc864197532's solution](#)

4518.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

4519.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-06-22 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[abc864197532's solution](#)

4520.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[abc864197532's solution](#)

4521.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[abc864197532's solution](#)

4522.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[abc864197532's solution](#)

4523.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[abc864197532's solution](#)

4524.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[abc864197532's solution](#)

4525.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[abc864197532's solution](#)

4526.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[abc864197532's solution](#)

4527.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[abc864197532's solution](#)

4528.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, trees

[abc864197532's solution](#)

4529.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[abc864197532's solution](#)

4530.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy

[abc864197532's solution](#)

4531.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[abc864197532's solution](#)

4532.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[abc864197532's solution](#)

4533.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[abc864197532's solution](#)

4534.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[abc864197532's solution](#)

4535.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[abc864197532's solution](#)

4536.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[abc864197532's solution](#)

4537.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[abc864197532's solution](#)

4538.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[abc864197532's solution](#)

4539.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[abc864197532's solution](#)

4540.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

4541.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[abc864197532's solution](#)

4542.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[abc864197532's solution](#)

4543.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[abc864197532's solution](#)

4544.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[abc864197532's solution](#)

4545.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[abc864197532's solution](#)

4546.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[abc864197532's solution](#)

4547.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[abc864197532's solution](#)

4548.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[abc864197532's solution](#)

4549.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[abc864197532's solution](#)

4550.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[abc864197532's solution](#)

4551.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation
[abc864197532's solution](#)

4552.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[abc864197532's solution](#)

4553.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[abc864197532's solution](#)

4554.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[abc864197532's solution](#)

4555.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[abc864197532's solution](#)

4556.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[abc864197532's solution](#)

4557.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers
[abc864197532's solution](#)

4558.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[abc864197532's solution](#)

4559.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[abc864197532's solution](#)

4560.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

4561.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

4562.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[abc864197532's solution](#)

4563.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[abc864197532's solution](#)

4564.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[abc864197532's solution](#)

4565.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[abc864197532's solution](#)

4566.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[abc864197532's solution](#)

4567.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[abc864197532's solution](#)

4568.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[abc864197532's solution](#)

4569.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry,

hashing, strings

[abc864197532's solution](#)

4570.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[abc864197532's solution](#)

4571.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[abc864197532's solution](#)

4572.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[abc864197532's solution](#)

4573.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[abc864197532's solution](#)

4574.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[abc864197532's solution](#)

4575.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[abc864197532's solution](#)

4576.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[abc864197532's solution](#)

4577.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[abc864197532's solution](#)

4578.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

4579.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

4580.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[abc864197532's solution](#)

4581.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[abc864197532's solution](#)

4582.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[abc864197532's solution](#)

4583.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[abc864197532's solution](#)

4584.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[abc864197532's solution](#)

4585.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[abc864197532's solution](#)

4586.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[abc864197532's solution](#)

4587.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[abc864197532's solution](#)

4588.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-05-11 · last AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[abc864197532's solution](#)

4589.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-02-11 · last AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

divide and conquer, trees
[abc864197532's solution](#)

4590.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees
[abc864197532's solution](#)

4591.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[abc864197532's solution](#)

4592.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[abc864197532's solution](#)

4593.

1620G

[Subsequences Galore](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[abc864197532's solution](#)

4594.

1619H

[Permutation and Queries](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[abc864197532's solution](#)

4595.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[abc864197532's solution](#)

4596.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[abc864197532's solution](#)

4597.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[abc864197532's solution](#)

4598.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
[abc864197532's solution](#)

4599.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data

structures, graphs, interactive, sortings, two pointers

[abc864197532's solution](#)

4600.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[abc864197532's solution](#)

4601.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[abc864197532's solution](#)

4602.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[abc864197532's solution](#)

4603.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[abc864197532's solution](#)

4604.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[abc864197532's solution](#)

4605.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[abc864197532's solution](#)

4606.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

4607.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[abc864197532's solution](#)

4608.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[abc864197532's solution](#)

4609.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers
[abc864197532's solution](#)

4610.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[abc864197532's solution](#)

4611.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[abc864197532's solution](#)

4612.

1132G

[Greedy Subsequences](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[abc864197532's solution](#)

4613.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[abc864197532's solution](#)

4614.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[abc864197532's solution](#)

4615.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[abc864197532's solution](#)

4616.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[abc864197532's solution](#)

4617.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[abc864197532's solution](#)

4618.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[abc864197532's solution](#)

4619.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[abc864197532's solution](#)

4620.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[abc864197532's solution](#)

4621.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[abc864197532's solution](#)

4622.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[abc864197532's solution](#)

4623.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[abc864197532's solution](#)

4624.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[abc864197532's solution](#)

4625.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[abc864197532's solution](#)

4626.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[abc864197532's solution](#)

4627.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

4628.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[abc864197532's solution](#)

4629.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[abc864197532's solution](#)

4630.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[abc864197532's solution](#)

4631.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[abc864197532's solution](#)

4632.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices
[abc864197532's solution](#)

4633.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[abc864197532's solution](#)

4634.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-01-25 · last AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
[abc864197532's solution](#)

4635.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[abc864197532's solution](#)

4636.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[abc864197532's solution](#)

4637.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[abc864197532's solution](#)

4638.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
[abc864197532's solution](#)

4639.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings
[abc864197532's solution](#)

4640.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
[abc864197532's solution](#)

4641.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[abc864197532's solution](#)

4642.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

4643.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[abc864197532's solution](#)

4644.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[abc864197532's solution](#)

4645.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[abc864197532's solution](#)

4646.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
[abc864197532's solution](#)

4647.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2020-01-27 · last AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[abc864197532's solution](#)

4648.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[abc864197532's solution](#)

4649.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

4650.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[abc864197532's solution](#)

4651.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[abc864197532's solution](#)

4652.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[abc864197532's solution](#)

4653.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

4654.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[abc864197532's solution](#)

4655.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-09-23 · last AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[abc864197532's solution](#)

4656.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[abc864197532's solution](#)

4657.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[abc864197532's solution](#)

4658.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[abc864197532's solution](#)

4659.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[abc864197532's solution](#)

4660.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[abc864197532's solution](#)

4661.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[abc864197532's solution](#)

4662.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[abc864197532's solution](#)

4663.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[abc864197532's solution](#)

4664.

1143F

[U2](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[abc864197532's solution](#)

4665.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[abc864197532's solution](#)

4666.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

4667.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[abc864197532's solution](#)

4668.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[abc864197532's solution](#)

4669.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[abc864197532's solution](#)

4670.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[abc864197532's solution](#)

4671.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[abc864197532's solution](#)

4672.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[abc864197532's solution](#)

4673.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-06-02 · last AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[abc864197532's solution](#)

4674.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[abc864197532's solution](#)

4675.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[abc864197532's solution](#)

4676.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-02-11 · last AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[abc864197532's solution](#)

4677.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft
[abc864197532's solution](#)

4678.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math
[abc864197532's solution](#)

4679.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[abc864197532's solution](#)

4680.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4681.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-02-07 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[abc864197532's solution](#)

4682.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[abc864197532's solution](#)

4683.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[abc864197532's solution](#)

4684.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[abc864197532's solution](#)

4685.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[abc864197532's solution](#)

4686.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[abc864197532's solution](#)

4687.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[abc864197532's solution](#)

4688.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[abc864197532's solution](#)

4689.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[abc864197532's solution](#)

4690.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[abc864197532's solution](#)

4691.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[abc864197532's solution](#)

4692.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[abc864197532's solution](#)

4693.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[abc864197532's solution](#)

4694.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[abc864197532's solution](#)

4695.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings
[abc864197532's solution](#)

4696.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees
[abc864197532's solution](#)

4697.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
[abc864197532's solution](#)

4698.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[abc864197532's solution](#)

4699.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[abc864197532's solution](#)

4700.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[abc864197532's solution](#)

4701.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[abc864197532's solution](#)

4702.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[abc864197532's solution](#)

4703.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[abc864197532's solution](#)

4704.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[abc864197532's solution](#)

4705.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[abc864197532's solution](#)

4706.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[abc864197532's solution](#)

4707.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

4708.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[abc864197532's solution](#)

4709.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, greedy, implementation

[abc864197532's solution](#)

4710.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[abc864197532's solution](#)

4711.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[abc864197532's solution](#)

4712.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[abc864197532's solution](#)

4713.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[abc864197532's solution](#)

4714.

697F

[Legen...](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings

[abc864197532's solution](#)

4715.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[abc864197532's solution](#)

4716.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[abc864197532's solution](#)

4717.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[abc864197532's solution](#)

4718.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[abc864197532's solution](#)

4719.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[abc864197532's solution](#)

4720.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[abc864197532's solution](#)

4721.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[abc864197532's solution](#)

4722.

1877F

[Lexichromatography](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu

[abc864197532's solution](#)

4723.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[abc864197532's solution](#)

4724.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[abc864197532's solution](#)

4725.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4726.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[abc864197532's solution](#)

4727.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[abc864197532's solution](#)

4728.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[abc864197532's solution](#)

4729.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[abc864197532's solution](#)

4730.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[abc864197532's solution](#)

4731.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

4732.

1858E1

[Rollbacks \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[abc864197532's solution](#)

4733.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-07-20 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[abc864197532's solution](#)

4734.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[abc864197532's solution](#)

4735.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[abc864197532's solution](#)

4736.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[abc864197532's solution](#)

4737.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graph matchings, greedy

[abc864197532's solution](#)

4738.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[abc864197532's solution](#)

4739.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[abc864197532's solution](#)

4740.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[abc864197532's solution](#)

4741.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[abc864197532's solution](#)

4742.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[abc864197532's solution](#)

4743.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[abc864197532's solution](#)

4744.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[abc864197532's solution](#)

4745.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

4746.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[abc864197532's solution](#)

4747.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[abc864197532's solution](#)

4748.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

4749.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[abc864197532's solution](#)

4750.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[abc864197532's solution](#)

4751.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

4752.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[abc864197532's solution](#)

4753.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[abc864197532's solution](#)

4754.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

4755.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[abc864197532's solution](#)

4756.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[abc864197532's solution](#)

4757.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[abc864197532's solution](#)

4758.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[abc864197532's solution](#)

4759.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[abc864197532's solution](#)

4760.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry
[abc864197532's solution](#)

4761.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[abc864197532's solution](#)

4762.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive
[abc864197532's solution](#)

4763.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[abc864197532's solution](#)

4764.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory
[abc864197532's solution](#)

4765.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive
[abc864197532's solution](#)

4766.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[abc864197532's solution](#)

4767.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[abc864197532's solution](#)

4768.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
[abc864197532's solution](#)

4769.

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[abc864197532's solution](#)

4770.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[abc864197532's solution](#)

4771.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[abc864197532's solution](#)

4772.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[abc864197532's solution](#)

4773.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[abc864197532's solution](#)

4774.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[abc864197532's solution](#)

4775.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[abc864197532's solution](#)

4776.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings
[abc864197532's solution](#)

4777.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[abc864197532's solution](#)

4778.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[abc864197532's solution](#)

4779.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[abc864197532's solution](#)

4780.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[abc864197532's solution](#)

4781.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[abc864197532's solution](#)

4782.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[abc864197532's solution](#)

4783.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[abc864197532's solution](#)

4784.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[abc864197532's solution](#)

4785.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[abc864197532's solution](#)

4786.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[abc864197532's solution](#)

4787.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[abc864197532's solution](#)

4788.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings

[abc864197532's solution](#)

4789.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[abc864197532's solution](#)

4790.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[abc864197532's solution](#)

4791.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[abc864197532's solution](#)

4792.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[abc864197532's solution](#)

4793.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

4794.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[abc864197532's solution](#)

4795.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[abc864197532's solution](#)

4796.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[abc864197532's solution](#)

4797.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[abc864197532's solution](#)

4798.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[abc864197532's solution](#)

4799.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[abc864197532's solution](#)

4800.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[abc864197532's solution](#)

4801.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[abc864197532's solution](#)

4802.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[abc864197532's solution](#)

4803.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

4804.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[abc864197532's solution](#)

4805.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[abc864197532's solution](#)

4806.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[abc864197532's solution](#)

4807.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

4808.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[abc864197532's solution](#)

4809.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[abc864197532's solution](#)

4810.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[abc864197532's solution](#)

4811.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[abc864197532's solution](#)

4812.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[abc864197532's solution](#)

4813.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[abc864197532's solution](#)

4814.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[abc864197532's solution](#)

4815.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[abc864197532's solution](#)

4816.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[abc864197532's solution](#)

4817.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[abc864197532's solution](#)

4818.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[abc864197532's solution](#)

4819.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[abc864197532's solution](#)

4820.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[abc864197532's solution](#)

4821.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[abc864197532's solution](#)

4822.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[abc864197532's solution](#)

4823.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[abc864197532's solution](#)

4824.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

4825.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[abc864197532's solution](#)

4826.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[abc864197532's solution](#)

4827.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[abc864197532's solution](#)

4828.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

4829.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[abc864197532's solution](#)

4830.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[abc864197532's solution](#)

4831.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[abc864197532's solution](#)

4832.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[abc864197532's solution](#)

4833.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[abc864197532's solution](#)

4834.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[abc864197532's solution](#)

4835.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

4836.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[abc864197532's solution](#)

4837.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[abc864197532's solution](#)

4838.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[abc864197532's solution](#)

4839.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[abc864197532's solution](#)

4840.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games

[abc864197532's solution](#)

4841.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[abc864197532's solution](#)

4842.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[abc864197532's solution](#)

4843.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[abc864197532's solution](#)

4844.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4845.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[abc864197532's solution](#)

4846.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[abc864197532's solution](#)

4847.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · last AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[abc864197532's solution](#)

4848.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[abc864197532's solution](#)

4849.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[abc864197532's solution](#)

4850.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[abc864197532's solution](#)

4851.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[abc864197532's solution](#)

4852.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[abc864197532's solution](#)

4853.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2021-01-08 · last AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy
[abc864197532's solution](#)

4854.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[abc864197532's solution](#)

4855.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[abc864197532's solution](#)

4856.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[abc864197532's solution](#)

4857.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2020-12-26 · last AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry
[abc864197532's solution](#)

4858.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[abc864197532's solution](#)

4859.

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

4860.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[abc864197532's solution](#)

4861.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[abc864197532's solution](#)

4862.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[abc864197532's solution](#)

4863.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[abc864197532's solution](#)

4864.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[abc864197532's solution](#)

4865.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

4866.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[abc864197532's solution](#)

4867.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2020-06-21 · last AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[abc864197532's solution](#)

4868.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-06-14 · last AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[abc864197532's solution](#)

4869.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

implementation, math

[abc864197532's solution](#)

4870.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[abc864197532's solution](#)

4871.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[abc864197532's solution](#)

4872.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-03-06 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[abc864197532's solution](#)

4873.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[abc864197532's solution](#)

4874.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[abc864197532's solution](#)

4875.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[abc864197532's solution](#)

4876.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[abc864197532's solution](#)

4877.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[abc864197532's solution](#)

4878.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[abc864197532's solution](#)

4879.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[abc864197532's solution](#)

4880.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[abc864197532's solution](#)

4881.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[abc864197532's solution](#)

4882.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[abc864197532's solution](#)

4883.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · last AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[abc864197532's solution](#)

4884.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[abc864197532's solution](#)

4885.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[abc864197532's solution](#)

4886.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

4887.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[abc864197532's solution](#)

4888.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[abc864197532's solution](#)

4889.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[abc864197532's solution](#)

4890.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[abc864197532's solution](#)

4891.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[abc864197532's solution](#)

4892.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[abc864197532's solution](#)

4893.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[abc864197532's solution](#)

4894.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[abc864197532's solution](#)

4895.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[abc864197532's solution](#)

4896.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[abc864197532's solution](#)

4897.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[abc864197532's solution](#)

4898.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[abc864197532's solution](#)

4899.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[abc864197532's solution](#)

4900.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[abc864197532's solution](#)

4901.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[abc864197532's solution](#)

4902.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[abc864197532's solution](#)

4903.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

4904.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[abc864197532's solution](#)

4905.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[abc864197532's solution](#)

4906.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[abc864197532's solution](#)

4907.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[abc864197532's solution](#)

4908.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[abc864197532's solution](#)

4909.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

hashing

[abc864197532's solution](#)

4910.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[abc864197532's solution](#)

4911.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-05-17 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[abc864197532's solution](#)

4912.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[abc864197532's solution](#)

4913.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[abc864197532's solution](#)

4914.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[abc864197532's solution](#)

4915.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[abc864197532's solution](#)

4916.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[abc864197532's solution](#)

4917.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[abc864197532's solution](#)

4918.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

4919.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[abc864197532's solution](#)

4920.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[abc864197532's solution](#)

4921.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[abc864197532's solution](#)

4922.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp
[abc864197532's solution](#)

4923.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[abc864197532's solution](#)

4924.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[abc864197532's solution](#)

4925.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer
[abc864197532's solution](#)

4926.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths
[abc864197532's solution](#)

4927.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[abc864197532's solution](#)

4928.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
[abc864197532's solution](#)

4929.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers
[abc864197532's solution](#)

4930.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings
[abc864197532's solution](#)

4931.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[abc864197532's solution](#)

4932.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2023-06-28 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: fft
[abc864197532's solution](#)

4933.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[abc864197532's solution](#)

4934.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[abc864197532's solution](#)

4935.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[abc864197532's solution](#)

4936.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees
[abc864197532's solution](#)

4937.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[abc864197532's solution](#)

4938.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[abc864197532's solution](#)

4939.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

4940.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: strings
[abc864197532's solution](#)

4941.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[abc864197532's solution](#)

4942.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[abc864197532's solution](#)

4943.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

4944.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees
[abc864197532's solution](#)

4945.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs, shortest paths
[abc864197532's solution](#)

4946.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[abc864197532's solution](#)

4947.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[abc864197532's solution](#)

4948.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[abc864197532's solution](#)

4949.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[abc864197532's solution](#)

4950.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[abc864197532's solution](#)

4951.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[abc864197532's solution](#)

4952.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[abc864197532's solution](#)

4953.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[abc864197532's solution](#)

4954.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[abc864197532's solution](#)

4955.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[abc864197532's solution](#)

4956.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[abc864197532's solution](#)

4957.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[abc864197532's solution](#)

4958.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[abc864197532's solution](#)

4959.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4960.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[abc864197532's solution](#)

4961.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[abc864197532's solution](#)

4962.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[abc864197532's solution](#)

4963.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[abc864197532's solution](#)

4964.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[abc864197532's solution](#)

4965.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[abc864197532's solution](#)

4966.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[abc864197532's solution](#)

4967.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[abc864197532's solution](#)

4968.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[abc864197532's solution](#)

4969.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

4970.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[abc864197532's solution](#)

4971.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[abc864197532's solution](#)

4972.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[abc864197532's solution](#)

4973.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[abc864197532's solution](#)

4974.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[abc864197532's solution](#)

4975.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[abc864197532's solution](#)

4976.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[abc864197532's solution](#)

4977.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[abc864197532's solution](#)

4978.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[abc864197532's solution](#)

4979.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[abc864197532's solution](#)

4980.

1073G

[Yet Another LCP Problem](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures
[abc864197532's solution](#)

4981.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[abc864197532's solution](#)

4982.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[abc864197532's solution](#)

4983.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[abc864197532's solution](#)

4984.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[abc864197532's solution](#)

4985.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
[abc864197532's solution](#)

4986.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

4987.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[abc864197532's solution](#)

4988.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[abc864197532's solution](#)

4989.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[abc864197532's solution](#)

4990.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[abc864197532's solution](#)

4991.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[abc864197532's solution](#)

4992.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[abc864197532's solution](#)

4993.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[abc864197532's solution](#)

4994.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[abc864197532's solution](#)

4995.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[abc864197532's solution](#)

4996.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[abc864197532's solution](#)

4997.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[abc864197532's solution](#)

4998.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[abc864197532's solution](#)

4999.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[abc864197532's solution](#)

5000.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths
[abc864197532's solution](#)

5001.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[abc864197532's solution](#)

5002.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-14 · last AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[abc864197532's solution](#)

5003.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees
[abc864197532's solution](#)

5004.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[abc864197532's solution](#)

5005.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[abc864197532's solution](#)

5006.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[abc864197532's solution](#)

5007.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-06 · last AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[abc864197532's solution](#)

5008.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
[abc864197532's solution](#)

5009.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory
[abc864197532's solution](#)

5010.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[abc864197532's solution](#)**5011.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[abc864197532's solution](#)**5012.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[abc864197532's solution](#)**5013.**

1430G

[Yet Another DAG Problem](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[abc864197532's solution](#)**5014.**

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[abc864197532's solution](#)**5015.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[abc864197532's solution](#)**5016.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[abc864197532's solution](#)**5017.**

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[abc864197532's solution](#)**5018.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[abc864197532's solution](#)**5019.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[abc864197532's solution](#)

5020.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[abc864197532's solution](#)

5021.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[abc864197532's solution](#)

5022.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[abc864197532's solution](#)

5023.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abc864197532's solution](#)

5024.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[abc864197532's solution](#)

5025.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[abc864197532's solution](#)

5026.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[abc864197532's solution](#)

5027.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[abc864197532's solution](#)

5028.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[abc864197532's solution](#)

5029.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2020-12-10 · last AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[abc864197532's solution](#)

5030.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[abc864197532's solution](#)

5031.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[abc864197532's solution](#)

5032.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-03-28 · last AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[abc864197532's solution](#)

5033.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[abc864197532's solution](#)

5034.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[abc864197532's solution](#)

5035.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

5036.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[abc864197532's solution](#)

5037.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[abc864197532's solution](#)

5038.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[abc864197532's solution](#)

5039.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[abc864197532's solution](#)

5040.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-14 · last AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[abc864197532's solution](#)

5041.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[abc864197532's solution](#)

5042.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · last AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[abc864197532's solution](#)

5043.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[abc864197532's solution](#)

5044.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[abc864197532's solution](#)

5045.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[abc864197532's solution](#)

5046.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[abc864197532's solution](#)

5047.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-20 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[abc864197532's solution](#)

5048.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[abc864197532's solution](#)

5049.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[abc864197532's solution](#)

5050.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math
[abc864197532's solution](#)

5051.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[abc864197532's solution](#)

5052.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, dsu, graphs
[abc864197532's solution](#)

5053.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities
[abc864197532's solution](#)

5054.

107E

[Darts](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2700 · first AC: 2023-07-27 · last AC: 2025-06-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, probabilities
[abc864197532's solution](#)

5055.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[abc864197532's solution](#)

5056.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[abc864197532's solution](#)

5057.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math
[abc864197532's solution](#)

5058.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, hashing, implementation
[abc864197532's solution](#)

5059.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[abc864197532's solution](#)

5060.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[abc864197532's solution](#)

5061.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[abc864197532's solution](#)

5062.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[abc864197532's solution](#)

5063.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[abc864197532's solution](#)

5064.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[abc864197532's solution](#)

5065.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[abc864197532's solution](#)

5066.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[abc864197532's solution](#)

5067.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[abc864197532's solution](#)

5068.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[abc864197532's solution](#)

5069.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
[abc864197532's solution](#)

5070.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[abc864197532's solution](#)

5071.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[abc864197532's solution](#)

5072.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers
[abc864197532's solution](#)

5073.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[abc864197532's solution](#)

5074.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[abc864197532's solution](#)

5075.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[abc864197532's solution](#)

5076.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[abc864197532's solution](#)

5077.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[abc864197532's solution](#)

5078.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[abc864197532's solution](#)

5079.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two

pointers

[abc864197532's solution](#)

5080.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[abc864197532's solution](#)

5081.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[abc864197532's solution](#)

5082.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[abc864197532's solution](#)

5083.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2023-06-20 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[abc864197532's solution](#)

5084.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, probabilities, two pointers

[abc864197532's solution](#)

5085.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2023-07-31 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings

[abc864197532's solution](#)

5086.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[abc864197532's solution](#)

5087.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[abc864197532's solution](#)

5088.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs

[abc864197532's solution](#)

5089.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[abc864197532's solution](#)

5090.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[abc864197532's solution](#)

5091.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[abc864197532's solution](#)

5092.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[abc864197532's solution](#)

5093.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[abc864197532's solution](#)

5094.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[abc864197532's solution](#)

5095.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, matrices

[abc864197532's solution](#)

5096.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[abc864197532's solution](#)

5097.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[abc864197532's solution](#)

5098.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[abc864197532's solution](#)

5099.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: number theory, sortings

[abc864197532's solution](#)

5100.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[abc864197532's solution](#)

5101.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[abc864197532's solution](#)

5102.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-12-02 · last AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[abc864197532's solution](#)

5103.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[abc864197532's solution](#)

5104.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

5105.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[abc864197532's solution](#)

5106.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: strings

[abc864197532's solution](#)

5107.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[abc864197532's solution](#)

5108.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[abc864197532's solution](#)

5109.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[abc864197532's solution](#)

5110.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[abc864197532's solution](#)

5111.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[abc864197532's solution](#)

5112.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[abc864197532's solution](#)

5113.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[abc864197532's solution](#)

5114.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[abc864197532's solution](#)

5115.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[abc864197532's solution](#)

5116.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[abc864197532's solution](#)

5117.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[abc864197532's solution](#)

5118.

1194G

[Another Meme Problem](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2700 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[abc864197532's solution](#)

5119.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[abc864197532's solution](#)

5120.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[abc864197532's solution](#)

5121.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers
[abc864197532's solution](#)

5122.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[abc864197532's solution](#)

5123.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[abc864197532's solution](#)

5124.

903G

[Yet Another Maxflow Problem](#) · [Tutorial](#)

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs
[abc864197532's solution](#)

5125.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[abc864197532's solution](#)

5126.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[abc864197532's solution](#)

5127.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees
[abc864197532's solution](#)

5128.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[abc864197532's solution](#)

5129.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[abc864197532's solution](#)

5130.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[abc864197532's solution](#)

5131.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[abc864197532's solution](#)

5132.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[abc864197532's solution](#)

5133.

1671F

[Permutation Counting](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[abc864197532's solution](#)

5134.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[abc864197532's solution](#)

5135.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[abc864197532's solution](#)

5136.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[abc864197532's solution](#)

5137.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[abc864197532's solution](#)

5138.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[abc864197532's solution](#)

5139.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

5140.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[abc864197532's solution](#)

5141.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[abc864197532's solution](#)

5142.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2020-02-12 · last AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[abc864197532's solution](#)

5143.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths
[abc864197532's solution](#)

5144.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-12-11 · last AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[abc864197532's solution](#)

5145.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar
[abc864197532's solution](#)

5146.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[abc864197532's solution](#)

5147.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2021-10-15 · last AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees
[abc864197532's solution](#)

5148.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings
[abc864197532's solution](#)

5149.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-10-21 · last AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[abc864197532's solution](#)

5150.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[abc864197532's solution](#)

5151.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[abc864197532's solution](#)

5152.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[abc864197532's solution](#)

5153.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[abc864197532's solution](#)

5154.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[abc864197532's solution](#)

5155.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[abc864197532's solution](#)

5156.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[abc864197532's solution](#)

5157.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-06-07 · last AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[abc864197532's solution](#)

5158.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[abc864197532's solution](#)

5159.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[abc864197532's solution](#)

5160.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[abc864197532's solution](#)

5161.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[abc864197532's solution](#)

5162.

616F

[Expensive Strings](#) · [Tutorial](#)

Quality: 723 global accepts · Rating: 2700 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[abc864197532's solution](#)

5163.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[abc864197532's solution](#)

5164.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[abc864197532's solution](#)

5165.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[abc864197532's solution](#)

5166.

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-11-29 · last AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[abc864197532's solution](#)

5167.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[abc864197532's solution](#)

5168.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[abc864197532's solution](#)

5169.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[abc864197532's solution](#)

5170.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-18 · last AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[abc864197532's solution](#)**5171.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)**5172.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[abc864197532's solution](#)**5173.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[abc864197532's solution](#)**5174.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[abc864197532's solution](#)**5175.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[abc864197532's solution](#)**5176.**

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, data structures, geometry, sortings

[abc864197532's solution](#)**5177.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[abc864197532's solution](#)**5178.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[abc864197532's solution](#)**5179.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[abc864197532's solution](#)

5180.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[abc864197532's solution](#)

5181.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-21 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[abc864197532's solution](#)

5182.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, geometry, trees

[abc864197532's solution](#)

5183.

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[abc864197532's solution](#)

5184.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[abc864197532's solution](#)

5185.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[abc864197532's solution](#)

5186.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[abc864197532's solution](#)

5187.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[abc864197532's solution](#)

5188.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[abc864197532's solution](#)

5189.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[abc864197532's solution](#)

5190.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5191.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[abc864197532's solution](#)

5192.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

5193.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[abc864197532's solution](#)

5194.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2024-09-09 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[abc864197532's solution](#)

5195.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2023-09-06 · last AC: 2024-08-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[abc864197532's solution](#)

5196.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[abc864197532's solution](#)

5197.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[abc864197532's solution](#)

5198.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[abc864197532's solution](#)

5199.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[abc864197532's solution](#)

5200.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[abc864197532's solution](#)

5201.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[abc864197532's solution](#)

5202.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[abc864197532's solution](#)

5203.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[abc864197532's solution](#)

5204.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[abc864197532's solution](#)

5205.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[abc864197532's solution](#)

5206.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[abc864197532's solution](#)

5207.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
[abc864197532's solution](#)

5208.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees
[abc864197532's solution](#)

5209.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
[abc864197532's solution](#)

5210.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[abc864197532's solution](#)

5211.

1913F

[Palindromic Problem](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[abc864197532's solution](#)

5212.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, strings

[abc864197532's solution](#)

5213.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, probabilities

[abc864197532's solution](#)

5214.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[abc864197532's solution](#)

5215.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[abc864197532's solution](#)

5216.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[abc864197532's solution](#)

5217.

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5218.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[abc864197532's solution](#)

5219.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

5220.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths
[abc864197532's solution](#)

5221.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[abc864197532's solution](#)

5222.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation
[abc864197532's solution](#)

5223.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[abc864197532's solution](#)

5224.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities
[abc864197532's solution](#)

5225.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory
[abc864197532's solution](#)

5226.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[abc864197532's solution](#)

5227.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[abc864197532's solution](#)

5228.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[abc864197532's solution](#)

5229.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[abc864197532's solution](#)

5230.

1609F

[Interesting Sections](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[abc864197532's solution](#)

5231.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[abc864197532's solution](#)

5232.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[abc864197532's solution](#)

5233.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[abc864197532's solution](#)

5234.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[abc864197532's solution](#)

5235.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · last AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[abc864197532's solution](#)

5236.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[abc864197532's solution](#)

5237.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

5238.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[abc864197532's solution](#)

5239.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: flows

[abc864197532's solution](#)

5240.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[abc864197532's solution](#)

5241.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees
[abc864197532's solution](#)

5242.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[abc864197532's solution](#)

5243.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, string suffix structures
[abc864197532's solution](#)

5244.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[abc864197532's solution](#)

5245.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[abc864197532's solution](#)

5246.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[abc864197532's solution](#)

5247.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive
[abc864197532's solution](#)

5248.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[abc864197532's solution](#)

5249.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs
[abc864197532's solution](#)

5250.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[abc864197532's solution](#)

5251.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees
[abc864197532's solution](#)

5252.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees
[abc864197532's solution](#)

5253.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[abc864197532's solution](#)

5254.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[abc864197532's solution](#)

5255.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
[abc864197532's solution](#)

5256.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[abc864197532's solution](#)

5257.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[abc864197532's solution](#)

5258.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[abc864197532's solution](#)

5259.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[abc864197532's solution](#)

5260.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[abc864197532's solution](#)

5261.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

5262.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings
[abc864197532's solution](#)

5263.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths
[abc864197532's solution](#)

5264.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees
[abc864197532's solution](#)

5265.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[abc864197532's solution](#)

5266.

1455F

[String and Operations](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

5267.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-12-07 · last AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[abc864197532's solution](#)

5268.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-02-11 · last AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[abc864197532's solution](#)

5269.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[abc864197532's solution](#)

5270.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2020-02-27 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[abc864197532's solution](#)

5271.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[abc864197532's solution](#)

5272.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[abc864197532's solution](#)

5273.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[abc864197532's solution](#)

5274.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[abc864197532's solution](#)

5275.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[abc864197532's solution](#)

5276.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[abc864197532's solution](#)

5277.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation
[abc864197532's solution](#)

5278.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2021-06-16 · last AC: 2025-06-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[abc864197532's solution](#)

5279.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees
[abc864197532's solution](#)

5280.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft

[abc864197532's solution](#)

5281.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, shortest paths

[abc864197532's solution](#)

5282.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[abc864197532's solution](#)

5283.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[abc864197532's solution](#)

5284.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5285.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[abc864197532's solution](#)

5286.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[abc864197532's solution](#)

5287.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows

[abc864197532's solution](#)

5288.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[abc864197532's solution](#)

5289.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5290.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[abc864197532's solution](#)

5291.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[abc864197532's solution](#)

5292.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[abc864197532's solution](#)

5293.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory
[abc864197532's solution](#)

5294.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings
[abc864197532's solution](#)

5295.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[abc864197532's solution](#)

5296.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, flows, graphs
[abc864197532's solution](#)

5297.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[abc864197532's solution](#)

5298.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[abc864197532's solution](#)

5299.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[abc864197532's solution](#)

5300.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities
[abc864197532's solution](#)

5301.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

5302.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

5303.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-09-21 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[abc864197532's solution](#)

5304.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[abc864197532's solution](#)

5305.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[abc864197532's solution](#)

5306.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[abc864197532's solution](#)

5307.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[abc864197532's solution](#)

5308.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[abc864197532's solution](#)

5309.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[abc864197532's solution](#)

5310.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy

[abc864197532's solution](#)

5311.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[abc864197532's solution](#)

5312.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[abc864197532's solution](#)

5313.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

5314.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[abc864197532's solution](#)

5315.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

5316.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[abc864197532's solution](#)

5317.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[abc864197532's solution](#)

5318.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[abc864197532's solution](#)

5319.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[abc864197532's solution](#)

5320.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

5321.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[abc864197532's solution](#)

5322.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory
[abc864197532's solution](#)

5323.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices
[abc864197532's solution](#)

5324.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[abc864197532's solution](#)

5325.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[abc864197532's solution](#)

5326.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[abc864197532's solution](#)

5327.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[abc864197532's solution](#)

5328.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

5329.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[abc864197532's solution](#)

5330.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities
[abc864197532's solution](#)

5331.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp
[abc864197532's solution](#)

5332.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[abc864197532's solution](#)

5333.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[abc864197532's solution](#)

5334.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · last AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[abc864197532's solution](#)

5335.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[abc864197532's solution](#)

5336.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[abc864197532's solution](#)

5337.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[abc864197532's solution](#)

5338.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[abc864197532's solution](#)

5339.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[abc864197532's solution](#)

5340.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[abc864197532's solution](#)

5341.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[abc864197532's solution](#)

5342.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[abc864197532's solution](#)

5343.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[abc864197532's solution](#)

5344.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

5345.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[abc864197532's solution](#)

5346.

1175G

[Yet Another Partiton Problem](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[abc864197532's solution](#)

5347.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory, two pointers

[abc864197532's solution](#)

5348.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[abc864197532's solution](#)

5349.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[abc864197532's solution](#)

5350.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[abc864197532's solution](#)

5351.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[abc864197532's solution](#)

5352.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[abc864197532's solution](#)

5353.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[abc864197532's solution](#)

5354.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[abc864197532's solution](#)

5355.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[abc864197532's solution](#)

5356.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[abc864197532's solution](#)

5357.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2022-09-23 · last AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing

[abc864197532's solution](#)

5358.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[abc864197532's solution](#)

5359.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[abc864197532's solution](#)

5360.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[abc864197532's solution](#)

5361.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings

[abc864197532's solution](#)

5362.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows,

greedy

[abc864197532's solution](#)

5363.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry

[abc864197532's solution](#)

5364.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[abc864197532's solution](#)

5365.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[abc864197532's solution](#)

5366.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2025-02-03 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[abc864197532's solution](#)

5367.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[abc864197532's solution](#)

5368.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[abc864197532's solution](#)

5369.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[abc864197532's solution](#)

5370.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[abc864197532's solution](#)

5371.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[abc864197532's solution](#)

5372.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-02-11 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[abc864197532's solution](#)

5373.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[abc864197532's solution](#)

5374.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[abc864197532's solution](#)

5375.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[abc864197532's solution](#)

5376.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

5377.

1287F

[LCC](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities

[abc864197532's solution](#)

5378.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[abc864197532's solution](#)

5379.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[abc864197532's solution](#)

5380.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[abc864197532's solution](#)

5381.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5382.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[abc864197532's solution](#)

5383.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, string suffix structures, strings

[abc864197532's solution](#)

5384.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, flows, greedy

[abc864197532's solution](#)

5385.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[abc864197532's solution](#)

5386.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[abc864197532's solution](#)

5387.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[abc864197532's solution](#)

5388.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[abc864197532's solution](#)

5389.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[abc864197532's solution](#)

5390.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry

[abc864197532's solution](#)

5391.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[abc864197532's solution](#)

5392.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[abc864197532's solution](#)

5393.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[abc864197532's solution](#)

5394.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, two pointers

[abc864197532's solution](#)

5395.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

5396.

1641E

[Special Positions](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[abc864197532's solution](#)

5397.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[abc864197532's solution](#)

5398.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[abc864197532's solution](#)

5399.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[abc864197532's solution](#)

5400.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-05-21 · last AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[abc864197532's solution](#)

5401.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[abc864197532's solution](#)

5402.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[abc864197532's solution](#)

5403.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[abc864197532's solution](#)

5404.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation
[abc864197532's solution](#)

5405.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2022-10-16 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings
[abc864197532's solution](#)

5406.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
[abc864197532's solution](#)

5407.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
[abc864197532's solution](#)

5408.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
[abc864197532's solution](#)

5409.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,329 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[abc864197532's solution](#)

5410.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,135 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[abc864197532's solution](#)

5411.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[abc864197532's solution](#)

5412.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[abc864197532's solution](#)

5413.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[abc864197532's solution](#)

5414.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[abc864197532's solution](#)

5415.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[abc864197532's solution](#)

5416.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
[abc864197532's solution](#)

5417.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths
[abc864197532's solution](#)

5418.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[abc864197532's solution](#)

5419.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[abc864197532's solution](#)

5420.

106185H

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5421.

106185G

[Number of Faces](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5422.

106185F

[Dog Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5423.

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5424.

106185D

[Ancient Game Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5425.

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5426.

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5427.

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5428.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[abc864197532's solution](#)

5429.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[abc864197532's solution](#)

5430.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[abc864197532's solution](#)

5431.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[abc864197532's solution](#)

5432.

105535F

[Fairly Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5433.

105535D

[Desired Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · last AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5434.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5435.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5436.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5437.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5438.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5439.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5440.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5441.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5442.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5443.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[abc864197532's solution](#)

5444.

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · last AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, data structures, math, matrices
[abc864197532's solution](#)

5445.

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, binary search, bitmasks, greedy
[abc864197532's solution](#)

5446.

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math, strings
[abc864197532's solution](#)

5447.

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special
[abc864197532's solution](#)

5448.

2142C

[YetnotherrokenKeoard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, data structures, implementation, strings
[abc864197532's solution](#)

5449.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[abc864197532's solution](#)

5450.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[abc864197532's solution](#)

5451.

102956K

[Bookcase Solidity United](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5452.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5453.

102956F

[Border Similarity Undertaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5454.

102956H

[Bytelandia States Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5455.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5456.

102956B

[Beautiful Sequence Unraveling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5457.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5458.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5459.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5460.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5461.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5462.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5463.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5464.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5465.

104757C

[Convex Hull Extension](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5466.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5467.

101128I

[Text Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · last AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5468.

101128B

[Black Vienna](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5469.

101128F

[Landscaping](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5470.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5471.

101128J

[Saint John Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5472.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5473.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5474.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5475.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5476.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5477.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5478.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5479.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5480.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5481.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5482.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5483.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5484.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5485.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5486.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5487.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5488.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5489.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · last AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5490.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5491.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5492.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5493.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5494.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5495.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5496.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5497.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5498.

104396D

[Star Rail](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5499.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · last AC: 2025-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5500.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5501.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5502.

100405H

[Highway of the Future](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5503.

100405E

[Exponential Towers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5504.

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5505.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5506.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

5507.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5508.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5509.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5510.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5511.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5512.

101482G

[Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5513.

101482B

[Biking Duck](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5514.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · last AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5515.

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5516.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5517.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5518.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5519.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5520.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5521.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5522.

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5523.

101485H

[Hole in One](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5524.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5525.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5526.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5527.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5528.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5529.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5530.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5531.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5532.

101170G

[Gotta Nudge 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5533.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5534.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5535.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5536.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5537.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5538.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5539.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5540.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5541.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5542.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · last AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5543.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5544.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5545.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5546.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5547.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5548.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5549.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5550.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5551.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5552.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5553.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, ternary search
[abc864197532's solution](#)

5554.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5555.

101673B

[Craters](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · last AC: 2025-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5556.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · last AC: 2025-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5557.

104508A

[Area in Convex](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · last AC: 2025-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5558.

101221L

[Wire Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5559.

104128C

[Fabulous Fungus Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5560.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5561.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · last AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5562.

101673A

[Abstract Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · last AC: 2025-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5563.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · last AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5564.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · last AC: 2025-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5565.

undefined383

[Caravans](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · last AC: 2025-06-22 · C++20 (GCC 11-64) (first AC) · Tags: *special

[abc864197532's solution](#)

5566.

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · last AC: 2025-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5567.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · last AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5568.

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5569.

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5570.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5571.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5572.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5573.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5574.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5575.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5576.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5577.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5578.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · last AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5579.

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · last AC: 2025-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5580.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5581.

101205A

[Asteroid Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5582.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5583.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5584.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5585.

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5586.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5587.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5588.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5589.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5590.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5591.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5592.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5593.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5594.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5595.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5596.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5597.

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5598.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5599.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5600.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5601.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5602.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5603.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5604.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5605.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5606.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5607.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5608.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5609.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5610.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5611.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5612.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5613.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5614.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5615.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5616.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5617.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5618.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5619.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5620.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5621.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5622.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5623.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5624.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5625.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5626.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5627.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5628.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5629.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5630.

105833B

[Brilliance of Wings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5631.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5632.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5633.

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5634.

105833I

[Independent Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5635.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5636.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5637.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5638.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5639.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[abc864197532's solution](#)

5640.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[abc864197532's solution](#)

5641.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp
[abc864197532's solution](#)

5642.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive
[abc864197532's solution](#)

5643.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[abc864197532's solution](#)

5644.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
[abc864197532's solution](#)

5645.

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
[abc864197532's solution](#)

5646.

2088F

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive
[abc864197532's solution](#)

5647.

2088D

[Counting Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
[abc864197532's solution](#)

5648.

2088B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings
[abc864197532's solution](#)

5649.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, math
[abc864197532's solution](#)

5650.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive
[abc864197532's solution](#)

5651.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special
[abc864197532's solution](#)

5652.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
[abc864197532's solution](#)

5653.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory

[abc864197532's solution](#)

5654.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[abc864197532's solution](#)

5655.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[abc864197532's solution](#)

5656.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[abc864197532's solution](#)

5657.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[abc864197532's solution](#)

5658.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5659.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5660.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5661.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5662.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5663.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5664.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5665.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5666.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5667.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5668.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5669.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5670.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5671.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5672.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5673.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5674.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5675.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5676.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5677.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5678.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5679.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5680.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5681.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5682.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5683.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5684.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5685.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5686.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5687.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5688.

104891F

[Land Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · last AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5689.

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5690.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · last AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5691.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5692.

100608H

[Higher Math Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5693.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5694.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5695.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5696.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5697.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5698.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5699.

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5700.

105540L

[The Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5701.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[abc864197532's solution](#)

5702.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —

[abc864197532's solution](#)

5703.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5704.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5705.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5706.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5707.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5708.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5709.

105537E

[Eight-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5710.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5711.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5712.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5713.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5714.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5715.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5716.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5717.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5718.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5719.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5720.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5721.

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5722.

105486C

[Chinese Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5723.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5724.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5725.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5726.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5727.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5728.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5729.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5730.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5731.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5732.

105053H

[Harmonic Operations](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5733.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5734.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5735.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5736.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5737.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5738.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5739.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5740.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5741.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5742.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5743.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5744.

105444I

[Infection Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5745.

105444L

[Language Survey](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5746.

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5747.

105444H

[Hiring and Firing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5748.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5749.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5750.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5751.

105444M

[Methodic Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5752.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5753.

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5754.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5755.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5756.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5757.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5758.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5759.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5760.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5761.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5762.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5763.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5764.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5765.

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5766.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5767.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5768.

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5769.

104120F

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5770.

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5771.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5772.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5773.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5774.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5775.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5776.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5777.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5778.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5779.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5780.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5781.

103708G

[Going to the Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5782.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5783.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5784.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5785.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5786.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5787.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5788.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5789.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5790.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5791.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5792.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, graphs, greedy

[abc864197532's solution](#)

5793.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy

[abc864197532's solution](#)

5794.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings

[abc864197532's solution](#)

5795.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[abc864197532's solution](#)

5796.

2011C

[Split the Expression](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[abc864197532's solution](#)

5797.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[abc864197532's solution](#)

5798.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[abc864197532's solution](#)

5799.

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, implementation, sortings

[abc864197532's solution](#)

5800.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5801.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5802.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5803.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5804.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5805.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5806.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5807.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5808.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5809.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5810.

102770J

[Just an Old Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5811.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5812.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5813.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5814.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5815.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5816.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5817.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5818.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5819.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5820.

104847G

[Yandex Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5821.

105292I

[Image Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5822.

105292M

[Melting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5823.

105292F

[Forever on a Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5824.

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5825.

105292B

[Beautiful Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5826.

105292J

[Just Do it!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5827.

105143H

[Wings of Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5828.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5829.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5830.

105143A

[Shaking Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5831.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5832.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5833.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5834.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5835.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5836.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5837.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5838.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5839.

103957H

[Open Face Chinese Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5840.

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[abc864197532's solution](#)

5841.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · last AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

5842.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[abc864197532's solution](#)

5843.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

5844.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[abc864197532's solution](#)

5845.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[abc864197532's solution](#)

5846.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[abc864197532's solution](#)

5847.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[abc864197532's solution](#)

5848.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[abc864197532's solution](#)

5849.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5850.

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[abc864197532's solution](#)

5851.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[abc864197532's solution](#)

5852.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, two pointers

[abc864197532's solution](#)

5853.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[abc864197532's solution](#)

5854.

101623E

[English Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5855.

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5856.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5857.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5858.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5859.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5860.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5861.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5862.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5863.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5864.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5865.

104757H

[Impartial Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5866.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5867.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5868.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5869.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5870.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5871.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5872.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5873.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5874.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5875.

104830G

[Lunch Time \(lunch\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5876.

104252J

[Joining a Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5877.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5878.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5879.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5880.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5881.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5882.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5883.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5884.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5885.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5886.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5887.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5888.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5889.

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5890.

101987C

[Disks Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5891.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5892.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5893.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5894.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5895.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5896.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5897.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5898.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5899.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5900.

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5901.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5902.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5903.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5904.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5905.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5906.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5907.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5908.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5909.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5910.

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5911.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5912.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5913.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5914.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5915.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5916.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5917.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5918.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5919.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5920.

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5921.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5922.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5923.

101002A

[Fancy Antiques](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5924.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5925.

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5926.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5927.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5928.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5929.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5930.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5931.

104587I

[Scholar's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5932.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5933.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5934.

104587D

[Oreperations Research](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5935.

104587F

[Over the Hill, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5936.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5937.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5938.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5939.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5940.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5941.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5942.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5943.

101744D

[MaratonIME plays Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5944.

101744F

[MaratonIME attends the lecture \(or not\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5945.

101744H

[MaratonIME goes to the movies](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5946.

101744J

[MaratonIME goes to the japanese restaurant \(again\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5947.

101744I

[MaratonIME goes to a japanese restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5948.

101744G

[MaratonIME goes rowing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5949.

101744E

[MaratonIME rides the university bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5950.

101744C

[MaratonUSP plays Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5951.

101744B

[MaratonIME plays Cîrokime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5952.

101744M

[MaratonIME returns home](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5953.

101744L

[MaratonIME goes karting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5954.

101744K

[MaratonIME goes to the karaoke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5955.

101744A

[MaratonIME helps Pablito](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5956.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: —
[abc864197532's solution](#)

5957.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5958.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5959.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

5960.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5961.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5962.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5963.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5964.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5965.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5966.

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5967.

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5968.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5969.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5970.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5971.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5972.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5973.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5974.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5975.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5976.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5977.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5978.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5979.

102569C

[Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5980.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5981.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5982.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5983.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5984.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5985.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5986.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5987.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5988.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5989.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5990.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5991.

104619G

[Gadget Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5992.

104257F

[Frontier Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5993.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5994.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5995.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5996.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5997.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5998.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

5999.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6000.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6001.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6002.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6003.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6004.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6005.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6006.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6007.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6008.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6009.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6010.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6011.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6012.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6013.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6014.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6015.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6016.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6017.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6018.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6019.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6020.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6021.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6022.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6023.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6024.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6025.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6026.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6027.

103960D

[Displacing Particles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6028.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6029.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6030.

102889I

[Poison AND^OR Affection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6031.

102889G

[g-TuOKN \[•{±T'đ](#)

Rating: — · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6032.

102889F

[woafnrnaetns N1koteb](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6033.

102889J

[b1S+0wR](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6034.

102889H

[\[•S1mMR e/•ÛS](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6035.

102889E

[••0SraNq](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6036.

102889D

[h N1etia](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6037.

102889C

[N10Sia\[P](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6038.

102889B

[vynxuaSi](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6039.

102889A

[g-javanSb](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6040.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6041.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6042.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6043.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6044.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6045.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6046.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6047.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6048.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6049.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6050.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6051.

102082H

[Four-Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6052.

102082F

[Fair Chocolate-Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6053.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6054.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6055.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6056.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6057.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6058.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6059.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6060.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6061.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6062.

100956K

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6063.

104508G

[Grouping Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6064.

104508J

[Japanese Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6065.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6066.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6067.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6068.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6069.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6070.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6071.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6072.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6073.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6074.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6075.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6076.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6077.

103940I

[Inversion Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6078.

103940J

[Joining the KAK](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6079.

103940D

[21188720-2ee7-481f-9503-3b768a1fd83b](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6080.

103940L

[Limited Increasing Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6081.

103940C

[Correcting School Enrollment Errors](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6082.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6083.

103940B

[Binahuatls Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6084.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6085.

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6086.

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6087.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6088.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6089.

104172D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6090.

103964J

[Walk Around The Campsite](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6091.

104077I

[Square Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6092.

104334G

[LaLa and Divination Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6093.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6094.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6095.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6096.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6097.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6098.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6099.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6100.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6101.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6102.

104077H

[Power of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6103.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6104.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6105.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6106.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6107.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6108.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6109.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6110.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6111.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6112.

104257J

[Jiggle Joggle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6113.

104257D

[Dom's Discovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6114.

104257I

[I'm in love with Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6115.

104257K

[Kakalan's Karma](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6116.

104257L

[League of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6117.

104257C

[Clubhouse Celebrity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6118.

104257G

[Go Go GPA](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6119.

104257H

[Hiro's Hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6120.

104257B

[Bicycle Burglar](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6121.

104257E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6122.

104257A

[Acceptable Answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6123.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6124.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6125.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6126.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6127.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6128.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6129.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6130.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6131.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6132.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6133.

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6134.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6135.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6136.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6137.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6138.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6139.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6140.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6141.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6142.

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6143.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[abc864197532's solution](#)

6144.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[abc864197532's solution](#)

6145.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[abc864197532's solution](#)

6146.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[abc864197532's solution](#)

6147.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special
[abc864197532's solution](#)

6148.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings
[abc864197532's solution](#)

6149.

103957C

[Suffixes and Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6150.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6151.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6152.

103957L

[Multiplication Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6153.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6154.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6155.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6156.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6157.

104196C

[Ball of Whacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6158.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6159.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6160.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6161.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6162.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6163.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6164.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6165.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6166.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6167.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6168.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6169.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6170.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6171.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6172.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6173.

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6174.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6175.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6176.

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6177.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6178.

104172L

[Permutation Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6179.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6180.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6181.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6182.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6183.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6184.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6185.

104197G

[Graph Problem With Small \\$n\\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6186.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6187.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6188.

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6189.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6190.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6191.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6192.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6193.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6194.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6195.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6196.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[abc864197532's solution](#)

6197.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[abc864197532's solution](#)

6198.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6199.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6200.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6201.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6202.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6203.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6204.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6205.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6206.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6207.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6208.

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6209.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6210.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6211.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6212.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6213.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6214.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6215.

100956E

[Odd Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6216.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6217.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6218.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6219.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6220.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6221.

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6222.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6223.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6224.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6225.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6226.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6227.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6228.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6229.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6230.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6231.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6232.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6233.

104008J

[Permutation Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6234.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6235.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6236.

104008C

[Array Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6237.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6238.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6239.

103964I

[Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6240.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6241.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6242.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6243.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6244.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6245.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6246.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6247.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6248.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6249.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6250.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · last AC: 2022-10-24 · PyPy 3-64 (first AC) · Tags: —
[abc864197532's solution](#)

6251.

102576K

[To argue, or not to argue](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6252.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6253.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6254.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6255.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6256.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6257.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6258.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6259.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6260.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6261.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6262.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6263.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6264.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6265.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6266.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6267.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6268.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6269.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6270.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6271.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6272.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6273.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6274.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6275.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6276.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6277.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6278.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6279.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6280.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6281.

101161J

[Printing Press](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · last AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6282.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6283.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6284.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6285.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6286.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6287.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6288.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6289.

100257E

[Edges Are Too Sharp!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

6290.

103860H

[Harie Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · last AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6291.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6292.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6293.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6294.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6295.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6296.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6297.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6298.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6299.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6300.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6301.

100257D

[Darkside](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6302.

103055K

[Grammy's Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6303.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6304.

103055D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6305.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6306.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6307.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6308.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6309.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6310.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6311.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6312.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6313.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6314.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6315.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6316.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6317.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6318.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · last AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6319.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6320.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6321.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6322.

101612B

[Boolean Satisfability](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6323.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6324.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · last AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6325.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6326.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6327.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6328.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6329.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6330.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6331.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6332.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6333.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6334.

100257L

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · last AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6335.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6336.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6337.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6338.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6339.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6340.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6341.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6342.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[abc864197532's solution](#)

6343.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6344.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6345.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

6346.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

6347.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6348.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6349.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6350.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

6351.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

6352.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[abc864197532's solution](#)

6353.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[abc864197532's solution](#)

6354.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[abc864197532's solution](#)

6355.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[abc864197532's solution](#)

6356.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[abc864197532's solution](#)

6357.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[abc864197532's solution](#)

6358.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[abc864197532's solution](#)

6359.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[abc864197532's solution](#)

6360.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[abc864197532's solution](#)

6361.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abc864197532's solution](#)

6362.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[abc864197532's solution](#)

6363.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[abc864197532's solution](#)

6364.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6365.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6366.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6367.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6368.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6369.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6370.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6371.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6372.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, math

[abc864197532's solution](#)

6373.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees

[abc864197532's solution](#)

6374.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6375.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6376.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6377.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[abc864197532's solution](#)

6378.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6379.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6380.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[abc864197532's solution](#)

6381.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6382.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6383.

1533F

[Binary String Partition](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[abc864197532's solution](#)

6384.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[abc864197532's solution](#)

6385.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[abc864197532's solution](#)

6386.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[abc864197532's solution](#)

6387.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[abc864197532's solution](#)

6388.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

6389.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[abc864197532's solution](#)

6390.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-25 · last AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special

[abc864197532's solution](#)

6391.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-25 · last AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[abc864197532's solution](#)

6392.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

6393.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special, math

[abc864197532's solution](#)

6394.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special

[abc864197532's solution](#)

6395.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

6396.

1489G

[Make It Connected](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[abc864197532's solution](#)

6397.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

6398.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[abc864197532's solution](#)

6399.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, strings

[abc864197532's solution](#)

6400.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[abc864197532's solution](#)

6401.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

6402.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[abc864197532's solution](#)

6403.

102891E

[Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6404.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[abc864197532's solution](#)

6405.

102891D

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6406.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6407.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6408.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6409.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6410.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6411.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6412.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6413.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6414.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6415.

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6416.

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6417.

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6418.

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6419.

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6420.

102873A

[Catching the Impostor](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6421.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[abc864197532's solution](#)

6422.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[abc864197532's solution](#)

6423.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[abc864197532's solution](#)

6424.

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6425.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings

[abc864197532's solution](#)

6426.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[abc864197532's solution](#)

6427.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[abc864197532's solution](#)

6428.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[abc864197532's solution](#)

6429.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[abc864197532's solution](#)

6430.

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6431.

102503C

[Partial Reduplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6432.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6433.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[abc864197532's solution](#)

6434.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: *special, implementation

[abc864197532's solution](#)