

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

<https://cfelitetracker.vercel.app>

# Unique solved — alexwice

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

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

Filters: none

Count: 2,001

1.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-18 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [math](#)  
[alexwice's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: [greedy](#), [strings](#)  
[alexwice's solution](#)

3.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 800 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)  
[alexwice's solution](#)

4.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,123 global accepts · Rating: 800 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: [greedy](#)  
[alexwice's solution](#)

5.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-02-17 · PyPy 3-64 (first AC) · Tags: [greedy](#), [math](#)  
[alexwice's solution](#)

6.

2195A

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

Quality: 35,449 global accepts · Rating: 800 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: [math](#), [number theory](#)  
[alexwice's solution](#)

7.

2188A

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

Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#)  
[alexwice's solution](#)

8.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: [greedy](#)  
[alexwice's solution](#)

9.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: [brute force](#), [math](#)  
[alexwice's solution](#)

10.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**11.**

2184A

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

Quality: 38,085 global accepts · Rating: 800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: math  
[alexwice's solution](#)

**12.**

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: games  
[alexwice's solution](#)

**13.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force  
[alexwice's solution](#)

**14.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[alexwice's solution](#)

**15.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[alexwice's solution](#)

**16.**

2179B

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

Quality: 28,337 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation  
[alexwice's solution](#)

**17.**

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: math, strings  
[alexwice's solution](#)

**18.**

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings  
[alexwice's solution](#)

**19.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[alexwice's solution](#)

**20.**

2173A

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

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**21.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: greedy, strings

[alexwice's solution](#)

**22.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: brute force, number theory

[alexwice's solution](#)

**23.**

2176A

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

Quality: 29,071 global accepts · Rating: 800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**24.**

2171A

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

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**25.**

2163A

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

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings

[alexwice's solution](#)

**26.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[alexwice's solution](#)

**27.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation, math

[alexwice's solution](#)

**28.**

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**29.**

2167C

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

Quality: 36,060 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[alexwice's solution](#)

**30.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,818 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: sortings, strings

[alexwice's solution](#)

**31.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,460 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: math, sortings

[alexwice's solution](#)

**32.**

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy  
[alexwice's solution](#)

**33.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**34.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,872 global accepts · Rating: 800 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy  
[alexwice's solution](#)

**35.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: greedy, two pointers  
[alexwice's solution](#)

**36.**

2145A

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

Quality: 30,758 global accepts · Rating: 800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: math  
[alexwice's solution](#)

**37.**

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**38.**

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2020-05-28 · last AC: 2025-10-03 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**39.**

2149B

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

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**40.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,906 global accepts · Rating: 800 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: math  
[alexwice's solution](#)

**41.**

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
[alexwice's solution](#)

**42.**

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**43.**

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: brute force, two pointers

[alexwice's solution](#)

**44.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[alexwice's solution](#)

**45.**

2137A

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

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**46.**

2134A

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

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[alexwice's solution](#)

**47.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: greedy, strings

[alexwice's solution](#)

**48.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[alexwice's solution](#)

**49.**

1453A

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

Quality: 24,264 global accepts · Rating: 800 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**50.**

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2025-08-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**51.**

2131B

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

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**52.**

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**53.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**54.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**55.**

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[alexwice's solution](#)

**56.**

2126B

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

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-18 · PyPy 3-64 (first AC) · Tags: dp, greedy

[alexwice's solution](#)

**57.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-18 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**58.**

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**59.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[alexwice's solution](#)

**60.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: greedy

[alexwice's solution](#)

**61.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**62.**

2109A

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

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**63.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**64.**

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: geometry, math

[alexwice's solution](#)

**65.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[alexwice's solution](#)

**66.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,282 global accepts · Rating: 800 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**67.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**68.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**69.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**70.**

2118A

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

Quality: 29,117 global accepts · Rating: 800 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**71.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**72.**

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: games, greedy

[alexwice's solution](#)

**73.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**74.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**75.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[alexwice's solution](#)

**76.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[alexwice's solution](#)

**77.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**78.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**79.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**80.**

1087A

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

Rating: 800 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**81.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**82.**

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[alexwice's solution](#)

**83.**

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math

[alexwice's solution](#)

**84.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**85.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[alexwice's solution](#)

**86.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**87.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[alexwice's solution](#)

**88.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: strings

[alexwice's solution](#)

**89.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**90.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**91.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**92.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings

[alexwice's solution](#)

**93.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: greedy, strings

[alexwice's solution](#)

**94.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**95.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[alexwice's solution](#)

**96.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: geometry, implementation

[alexwice's solution](#)

**97.**

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**98.**

2072A

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

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**99.**

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: greedy, strings

[alexwice's solution](#)

**100.**

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: strings

[alexwice's solution](#)

**101.**

2065A

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

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[alexwice's solution](#)

**102.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[alexwice's solution](#)

**103.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**104.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**105.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: dp, geometry, greedy, math

[alexwice's solution](#)

**106.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**107.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,758 global accepts · Rating: 800 · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: binary search, math

[alexwice's solution](#)

**108.**

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: greedy

[alexwice's solution](#)

**109.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**110.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, number theory

[alexwice's solution](#)

**111.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**112.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**113.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**114.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: games, math

[alexwice's solution](#)

**115.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**116.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**117.**

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[alexwice's solution](#)

**118.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[alexwice's solution](#)

**119.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

[alexwice's solution](#)

**120.**

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**121.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**122.**

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**123.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**124.**

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[alexwice's solution](#)

**125.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**126.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**127.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**128.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[alexwice's solution](#)

**129.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**130.**

2033A

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

Quality: 41,162 global accepts · Rating: 800 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[alexwice's solution](#)

**131.**

2024A

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

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**132.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, games, math

[alexwice's solution](#)

**133.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[alexwice's solution](#)

**134.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**135.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: sortings

[alexwice's solution](#)

**136.**

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**137.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[alexwice's solution](#)

**138.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alexwice's solution](#)

**139.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings

[alexwice's solution](#)

**140.**

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[alexwice's solution](#)

**141.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy

[alexwice's solution](#)

**142.**

2014B

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

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**143.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**144.**

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[alexwice's solution](#)

**145.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**146.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[alexwice's solution](#)

**147.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[alexwice's solution](#)

**148.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**149.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**150.**

2008C

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

Quality: 36,480 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[alexwice's solution](#)

**151.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, math, strings

[alexwice's solution](#)

**152.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[alexwice's solution](#)

**153.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math  
[alexwice's solution](#)

**154.**

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math  
[alexwice's solution](#)

**155.**

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings  
[alexwice's solution](#)

**156.**

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[alexwice's solution](#)

**157.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**158.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math  
[alexwice's solution](#)

**159.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: two pointers  
[alexwice's solution](#)

**160.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: implementation, math, strings  
[alexwice's solution](#)

**161.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math  
[alexwice's solution](#)

**162.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,641 global accepts · Rating: 800 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**163.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,933 global accepts · Rating: 800 · first AC: 2024-08-07 · last AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**164.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**165.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[alexwice's solution](#)

**166.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**167.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**168.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,380 global accepts · Rating: 800 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[alexwice's solution](#)

**169.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[alexwice's solution](#)

**170.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[alexwice's solution](#)

**171.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, sortings

[alexwice's solution](#)

**172.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math, sortings

[alexwice's solution](#)

**173.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search

[alexwice's solution](#)

**174.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[alexwice's solution](#)

**175.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[alexwice's solution](#)

**176.**

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[alexwice's solution](#)

**177.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings  
[alexwice's solution](#)

**178.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,199 global accepts · Rating: 800 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: math  
[alexwice's solution](#)

**179.**

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings  
[alexwice's solution](#)

**180.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,917 global accepts · Rating: 800 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**181.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,707 global accepts · Rating: 800 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**182.**

1971A

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

Quality: 59,481 global accepts · Rating: 800 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[alexwice's solution](#)

**183.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: greedy, two pointers  
[alexwice's solution](#)

**184.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[alexwice's solution](#)

**185.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math  
[alexwice's solution](#)

**186.**

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[alexwice's solution](#)

**187.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, games, greedy  
[alexwice's solution](#)

**188.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**189.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**190.**

1950A

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

Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**191.**

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings  
[alexwice's solution](#)

**192.**

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: brute force, math  
[alexwice's solution](#)

**193.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**194.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 800 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: geometry, implementation  
[alexwice's solution](#)

**195.**

1926A

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

Quality: 62,195 global accepts · Rating: 800 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**196.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**197.**

1931A

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

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: brute force, strings  
[alexwice's solution](#)

**198.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[alexwice's solution](#)

**199.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings  
[alexwice's solution](#)

**200.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**201.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**202.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**203.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: games, math  
[alexwice's solution](#)

**204.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**205.**

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**206.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[alexwice's solution](#)

**207.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2023-12-29 · PyPy 3-64 (first AC) · Tags: binary search, implementation  
[alexwice's solution](#)

**208.**

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, implementation  
[alexwice's solution](#)

**209.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-29 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation  
[alexwice's solution](#)

**210.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**211.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**212.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**213.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**214.**

1899A

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

Quality: 92,747 global accepts · Rating: 800 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: games, math, number theory  
[alexwice's solution](#)

**215.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**216.**

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-04 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[alexwice's solution](#)

**217.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-04 · PyPy 3-64 (first AC) · Tags: math  
[alexwice's solution](#)

**218.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math  
[alexwice's solution](#)

**219.**

1881A

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

Quality: 59,316 global accepts · Rating: 800 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: brute force, strings  
[alexwice's solution](#)

**220.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: geometry, greedy, sortings  
[alexwice's solution](#)

**221.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory  
[alexwice's solution](#)

**222.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**223.**

1878A

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

Quality: 78,667 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**224.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**225.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers  
[alexwice's solution](#)

**226.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**227.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[alexwice's solution](#)

**228.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,692 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[alexwice's solution](#)

**229.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[alexwice's solution](#)

**230.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings  
[alexwice's solution](#)

**231.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[alexwice's solution](#)

**232.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[alexwice's solution](#)

**233.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[alexwice's solution](#)

**234.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings  
[alexwice's solution](#)

**235.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-08-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**236.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2023-08-16 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**237.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, math  
[alexwice's solution](#)

**238.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[alexwice's solution](#)

**239.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**240.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,919 global accepts · Rating: 800 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**241.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings  
[alexwice's solution](#)

**242.**

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings  
[alexwice's solution](#)

**243.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[alexwice's solution](#)

**244.**

1850C

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

Quality: 53,542 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**245.**

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[alexwice's solution](#)

**246.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[alexwice's solution](#)

**247.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games  
[alexwice's solution](#)

**248.**

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-08 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
[alexwice's solution](#)

**249.**

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-08 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**250.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**251.**

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[alexwice's solution](#)

**252.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · PyPy 3-64 (first AC) · Tags: games, math

[alexwice's solution](#)

**253.**

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, trees

[alexwice's solution](#)

**254.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: greedy, math, two pointers

[alexwice's solution](#)

**255.**

1843A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[alexwice's solution](#)

**256.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**257.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · last AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[alexwice's solution](#)

**258.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: implementation, strings, two pointers

[alexwice's solution](#)

**259.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**260.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**261.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-05-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

[alexwice's solution](#)

**262.**

1837A

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

Quality: 54,838 global accepts · Rating: 800 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**263.**

1777A

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

Quality: 44,010 global accepts · Rating: 800 · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**264.**

1833C

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

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**265.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**266.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: strings

[alexwice's solution](#)

**267.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation

[alexwice's solution](#)

**268.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,030 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**269.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**270.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[alexwice's solution](#)

**271.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**272.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[alexwice's solution](#)

**273.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**274.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, number theory

[alexwice's solution](#)

**275.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[alexwice's solution](#)

**276.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,450 global accepts · Rating: 800 · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**277.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,023 global accepts · Rating: 800 · first AC: 2017-06-16 · last AC: 2023-04-04 · PyPy 2 (first AC) · Tags: brute force, implementation, strings

[alexwice's solution](#)

**278.**

112A

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

Quality: 287,244 global accepts · Rating: 800 · first AC: 2017-06-16 · last AC: 2023-04-04 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**279.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,989 global accepts · Rating: 800 · first AC: 2017-06-16 · last AC: 2023-04-04 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**280.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,251 global accepts · Rating: 800 · first AC: 2017-06-16 · last AC: 2023-04-04 · PyPy 2 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**281.**

791A

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

Quality: 257,208 global accepts · Rating: 800 · first AC: 2022-01-02 · last AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[alexwice's solution](#)

**282.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,529 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**283.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[alexwice's solution](#)

**284.**

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[alexwice's solution](#)

**285.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,929 global accepts · Rating: 800 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force  
[alexwice's solution](#)

**286.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy  
[alexwice's solution](#)

**287.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[alexwice's solution](#)

**288.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**289.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings  
[alexwice's solution](#)

**290.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**291.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**292.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 800 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math  
[alexwice's solution](#)

**293.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**294.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**295.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
[alexwice's solution](#)

**296.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math  
[alexwice's solution](#)

**297.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: brute force, math  
[alexwice's solution](#)

**298.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**299.**

1780A

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

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

**300.**

1782A

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

Rating: 800 · first AC: 2023-01-15 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math  
[alexwice's solution](#)

**301.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
[alexwice's solution](#)

**302.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings  
[alexwice's solution](#)

**303.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-28 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**304.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,011 global accepts · Rating: 800 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[alexwice's solution](#)

**305.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers  
[alexwice's solution](#)

**306.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**307.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings  
[alexwice's solution](#)

**308.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
[alexwice's solution](#)

**309.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: data structures, implementation  
[alexwice's solution](#)

**310.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
[alexwice's solution](#)

**311.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy  
[alexwice's solution](#)

**312.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**313.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: brute force, math  
[alexwice's solution](#)

**314.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**315.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-02 · last AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**316.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, math  
[alexwice's solution](#)

**317.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**318.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[alexwice's solution](#)

**319.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**320.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math  
[alexwice's solution](#)

**321.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · last AC: 2021-12-28 · PyPy 2 (first AC) · Tags: geometry, math  
[alexwice's solution](#)

**322.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-25 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**323.**

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-20 · last AC: 2021-12-21 · PyPy 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**324.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2021-12-20 · last AC: 2021-12-21 · PyPy 2 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**325.**

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**326.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math  
[alexwice's solution](#)

**327.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**328.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**329.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-18 · PyPy 2 (first AC) · Tags: bitmasks, greedy, math

[alexwice's solution](#)

**330.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**331.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · PyPy 2 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**332.**

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**333.**

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · PyPy 2 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**334.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**335.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**336.**

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**337.**

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-29 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**338.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · PyPy 2 (first AC) · Tags: geometry, math

[alexwice's solution](#)

**339.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · PyPy 2 (first AC) · Tags: brute force, greedy, implementation, math  
[alexwice's solution](#)

**340.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**341.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**342.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,723 global accepts · Rating: 800 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**343.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**344.**

1353B

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

Quality: 58,124 global accepts · Rating: 800 · first AC: 2020-05-14 · PyPy 2 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**345.**

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math  
[alexwice's solution](#)

**346.**

1352A

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

Quality: 104,116 global accepts · Rating: 800 · first AC: 2020-05-09 · last AC: 2020-05-09 · PyPy 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**347.**

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**348.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-02 · PyPy 2 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**349.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2020-04-21 · PyPy 2 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**350.**

1335A

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

Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-04-13 · PyPy 2 (first AC) · Tags: math  
[alexwice's solution](#)

**351.**

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-26 · PyPy 2 (first AC) · Tags: math  
[alexwice's solution](#)

**352.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · PyPy 2 (first AC) · Tags: geometry, greedy, math, number theory  
[alexwice's solution](#)

**353.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[alexwice's solution](#)

**354.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-22 · PyPy 2 (first AC) · Tags: math  
[alexwice's solution](#)

**355.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · PyPy 2 (first AC) · Tags: brute force, greedy, math  
[alexwice's solution](#)

**356.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · last AC: 2019-10-14 · PyPy 2 (first AC) · Tags: math  
[alexwice's solution](#)

**357.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · PyPy 2 (first AC) · Tags: strings  
[alexwice's solution](#)

**358.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · PyPy 2 (first AC) · Tags: implementation, sortings, strings  
[alexwice's solution](#)

**359.**

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**360.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · PyPy 2 (first AC) · Tags: greedy, implementation, math  
[alexwice's solution](#)

**361.**

1146A

[Love "A" · Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · PyPy 2 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**362.**

1139A

[Even Substrings · Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · PyPy 3 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**363.**

1088A

[Ehab and another construction problem · Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms  
[alexwice's solution](#)

**364.**

1054A

[Elevator or Stairs? · Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**365.**

978B

[File Name · Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2018-05-13 · PyPy 2 (first AC) · Tags: greedy, strings  
[alexwice's solution](#)

**366.**

978A

[Remove Duplicates · Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**367.**

977A

[Wrong Subtraction · Tutorial](#)

Quality: 217,481 global accepts · Rating: 800 · first AC: 2018-05-07 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**368.**

900A

[Find Extra One · Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · PyPy 2 (first AC) · Tags: geometry, implementation  
[alexwice's solution](#)

**369.**

888A

[Local Extrema · Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · PyPy 2 (first AC) · Tags: brute force, implementation  
[alexwice's solution](#)

**370.**

859A

[Declined Finalists · Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · PyPy 2 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**371.**

214A

[System of Equations · Tutorial](#)

Quality: 42,920 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force  
[alexwice's solution](#)

**372.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,439 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**373.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**374.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,279 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**375.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,778 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**376.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, sortings, strings  
[alexwice's solution](#)

**377.**

71A

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

Quality: 503,245 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: strings  
[alexwice's solution](#)

**378.**

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**379.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,343 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: greedy, implementation, sortings, strings  
[alexwice's solution](#)

**380.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**381.**

155A

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

Quality: 93,665 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force  
[alexwice's solution](#)

**382.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**383.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation, math  
[alexwice's solution](#)

**384.**

233A

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

Quality: 49,149 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**385.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,418 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**386.**

144A

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

Quality: 121,407 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**387.**

110A

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

Quality: 199,495 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**388.**

80A

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

Quality: 66,304 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force  
[alexwice's solution](#)

**389.**

61A

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

Quality: 136,209 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**390.**

266A

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

Quality: 244,556 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**391.**

281A

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

Quality: 270,978 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**392.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,916 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**393.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,731 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force  
[alexwice's solution](#)

**394.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,750 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: expression parsing, implementation  
[alexwice's solution](#)

**395.**

266B

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

Quality: 166,078 global accepts · Rating: 800 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[alexwice's solution](#)

**396.**

758A

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

Quality: 75,304 global accepts · Rating: 800 · first AC: 2017-01-19 · PyPy 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**397.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · PyPy 2 (first AC) · Tags: brute force, graphs, math, number theory  
[alexwice's solution](#)

**398.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-07-01 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation  
[alexwice's solution](#)

**399.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2016-07-01 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**400.**

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-28 · PyPy 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**401.**

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2015-05-22 · Python 2 (first AC) · Tags: brute force, implementation, math  
[alexwice's solution](#)

**402.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · Python 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**403.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,127 global accepts · Rating: 800 · first AC: 2015-04-14 · Python 2 (first AC) · Tags: brute force, implementation  
[alexwice's solution](#)

**404.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,911 global accepts · Rating: 800 · first AC: 2015-04-04 · Python 2 (first AC) · Tags: implementation  
[alexwice's solution](#)

**405.**

486A

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

Quality: 154,141 global accepts · Rating: 800 · first AC: 2015-04-02 · Python 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**406.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 900 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings  
[alexwice's solution](#)

**407.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,855 global accepts · Rating: 900 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[alexwice's solution](#)

**408.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings  
[alexwice's solution](#)

**409.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**410.**

2171B

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

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: math  
[alexwice's solution](#)

**411.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**412.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 900 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**413.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,463 global accepts · Rating: 900 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[alexwice's solution](#)

**414.**

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: math  
[alexwice's solution](#)

**415.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: math, number theory  
[alexwice's solution](#)

**416.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings  
[alexwice's solution](#)

**417.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[alexwice's solution](#)

**418.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math  
[alexwice's solution](#)

**419.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation  
[alexwice's solution](#)

**420.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math  
[alexwice's solution](#)

**421.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
[alexwice's solution](#)

**422.**

2114B

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

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**423.**

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: strings  
[alexwice's solution](#)

**424.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[alexwice's solution](#)

**425.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**426.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[alexwice's solution](#)

**427.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**428.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**429.**

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 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, strings

[alexwice's solution](#)

**430.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**431.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**432.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-12-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**433.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-12-11 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[alexwice's solution](#)

**434.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: games, greedy

[alexwice's solution](#)

**435.**

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[alexwice's solution](#)

**436.**

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**437.**

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[alexwice's solution](#)

**438.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[alexwice's solution](#)

**439.**

2033B

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

Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[alexwice's solution](#)

**440.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**441.**

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**442.**

2005A

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

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[alexwice's solution](#)

**443.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings

[alexwice's solution](#)

**444.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**445.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[alexwice's solution](#)

**446.**

1971C

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

Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**447.**

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**448.**

1941C

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

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[alexwice's solution](#)

**449.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**450.**

1927B

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

Quality: 38,131 global accepts · Rating: 900 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[alexwice's solution](#)

**451.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**452.**

1915D

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

Quality: 35,084 global accepts · Rating: 900 · first AC: 2023-12-29 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[alexwice's solution](#)

**453.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,379 global accepts · Rating: 900 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**454.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**455.**

1875A

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

Quality: 46,998 global accepts · Rating: 900 · first AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**456.**

1878C

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

Quality: 57,648 global accepts · Rating: 900 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**457.**

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**458.**

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**459.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**460.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[alexwice's solution](#)

**461.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: games, math

[alexwice's solution](#)

**462.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[alexwice's solution](#)

**463.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

[alexwice's solution](#)

**464.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-05-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**465.**

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: greedy

[alexwice's solution](#)

**466.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math

[alexwice's solution](#)

**467.**

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**468.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings

[alexwice's solution](#)

**469.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[alexwice's solution](#)

**470.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[alexwice's solution](#)

**471.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**472.**

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**473.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**474.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**475.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**476.**

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**477.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · PyPy 2 (first AC) · Tags: greedy  
[alexwice's solution](#)

**478.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · PyPy 2 (first AC) · Tags: greedy, implementation, math, number theory  
[alexwice's solution](#)

**479.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · PyPy 2 (first AC) · Tags: greedy, implementation, math  
[alexwice's solution](#)

**480.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-12 · PyPy 2 (first AC) · Tags: brute force, data structures  
[alexwice's solution](#)

**481.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-29 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**482.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2020-06-25 · PyPy 2 (first AC) · Tags: games

[alexwice's solution](#)

**483.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[alexwice's solution](#)

**484.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · PyPy 2 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**485.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,390 global accepts · Rating: 900 · first AC: 2020-04-21 · PyPy 2 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**486.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**487.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · PyPy 2 (first AC) · Tags: greedy, implementation, sortings

[alexwice's solution](#)

**488.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**489.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · last AC: 2019-08-26 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**490.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · PyPy 2 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**491.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · PyPy 2 (first AC) · Tags: combinatorics, greedy

[alexwice's solution](#)

**492.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · PyPy 2 (first AC) · Tags: graphs

[alexwice's solution](#)

**493.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-07 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**494.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**495.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**496.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**497.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,644 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**498.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: strings

[alexwice's solution](#)

**499.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: greedy, implementation, sortings

[alexwice's solution](#)

**500.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**501.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**502.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,421 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**503.**

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[alexwice's solution](#)

**504.**

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,227 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**505.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,100 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**506.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**507.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**508.**

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**509.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**510.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · Python 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**511.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**512.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · Python 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**513.**

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · Python 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**514.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**515.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,012 global accepts · Rating: 1000 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: greedy

[alexwice's solution](#)

**516.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[alexwice's solution](#)

**517.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, strings

[alexwice's solution](#)

**518.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[alexwice's solution](#)

**519.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[alexwice's solution](#)

**520.**

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[alexwice's solution](#)

**521.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[alexwice's solution](#)

**522.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**523.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**524.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**525.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[alexwice's solution](#)

**526.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers  
[alexwice's solution](#)

**527.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**528.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**529.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2025-08-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation  
[alexwice's solution](#)

**530.**

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**531.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**532.**

2123C

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

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures  
[alexwice's solution](#)

**533.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: geometry  
[alexwice's solution](#)

**534.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2025-06-11 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[alexwice's solution](#)

**535.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[alexwice's solution](#)

**536.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[alexwice's solution](#)

**537.**

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**538.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,834 global accepts · Rating: 1000 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**539.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**540.**

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**541.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**542.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers

[alexwice's solution](#)

**543.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[alexwice's solution](#)

**544.**

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[alexwice's solution](#)

**545.**

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[alexwice's solution](#)

**546.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**547.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games  
[alexwice's solution](#)

**548.**

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: data structures, strings  
[alexwice's solution](#)

**549.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[alexwice's solution](#)

**550.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation  
[alexwice's solution](#)

**551.**

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings  
[alexwice's solution](#)

**552.**

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory  
[alexwice's solution](#)

**553.**

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**554.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math  
[alexwice's solution](#)

**555.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[alexwice's solution](#)

**556.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[alexwice's solution](#)

**557.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: strings  
[alexwice's solution](#)

**558.**

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: data structures, implementation, strings  
[alexwice's solution](#)

**559.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[alexwice's solution](#)

**560.**

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**561.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[alexwice's solution](#)

**562.**

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[alexwice's solution](#)

**563.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: implementation, two pointers  
[alexwice's solution](#)

**564.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**565.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[alexwice's solution](#)

**566.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · last AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, two pointers  
[alexwice's solution](#)

**567.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**568.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · last AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**569.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, two pointers  
[alexwice's solution](#)

**570.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**571.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[alexwice's solution](#)

**572.**

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**573.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math  
[alexwice's solution](#)

**574.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**575.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
[alexwice's solution](#)

**576.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[alexwice's solution](#)

**577.**

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**578.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings  
[alexwice's solution](#)

**579.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**580.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**581.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**582.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, strings

[alexwice's solution](#)

**583.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alexwice's solution](#)

**584.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · last AC: 2021-12-28 · PyPy 2 (first AC) · Tags: data structures, greedy, math, sortings

[alexwice's solution](#)

**585.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-06-29 · PyPy 2 (first AC) · Tags: greedy, strings

[alexwice's solution](#)

**586.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · PyPy 2 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**587.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-05 · PyPy 3 (first AC) · Tags: implementation

[alexwice's solution](#)

**588.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 2 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[alexwice's solution](#)

**589.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 2 (first AC) · Tags: brute force, greedy, math

[alexwice's solution](#)

**590.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**591.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · PyPy 2 (first AC) · Tags: constructive algorithms, sortings

[alexwice's solution](#)

**592.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · last AC: 2019-12-21 · PyPy 2 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**593.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · last AC: 2019-12-21 · PyPy 2 (first AC) · Tags: chinese remainder theorem, math

[alexwice's solution](#)

**594.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · PyPy 2 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**595.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**596.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · last AC: 2019-10-14 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**597.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · PyPy 2 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**598.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**599.**

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**600.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · PyPy 2 (first AC) · Tags: dp, math

[alexwice's solution](#)

**601.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-14 · PyPy 2 (first AC) · Tags: data structures, greedy, sortings

[alexwice's solution](#)

**602.**

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-24 · PyPy 2 (first AC) · Tags: brute force, strings

[alexwice's solution](#)

**603.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-22 · PyPy 2 (first AC) · Tags: implementation, sortings, strings

[alexwice's solution](#)

**604.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · PyPy 3 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**605.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**606.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · PyPy 2 (first AC) · Tags: implementation, sortings

[alexwice's solution](#)

**607.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**608.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-05-13 · PyPy 2 (first AC) · Tags: binary search, implementation, two pointers

[alexwice's solution](#)

**609.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**610.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**611.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · PyPy 2 (first AC) · Tags: brute force, geometry, math

[alexwice's solution](#)

**612.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,990 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: greedy, strings

[alexwice's solution](#)

**613.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**614.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**615.**

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**616.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,426 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**617.**

124A

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

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**618.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**619.**

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**620.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**621.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,167 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: strings

[alexwice's solution](#)

**622.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**623.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,505 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**624.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**625.**

450A

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

Quality: 44,404 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**626.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,361 global accepts · Rating: 1000 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**627.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-14 · PyPy 2 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[alexwice's solution](#)

**628.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-14 · PyPy 2 (first AC) · Tags: constructive algorithms, strings

[alexwice's solution](#)

**629.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-01 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[alexwice's solution](#)

**630.**

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**631.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-07-01 · PyPy 2 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**632.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**633.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-23 · PyPy 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**634.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-14 · Python 2 (first AC) · Tags: brute force, implementation  
[alexwice's solution](#)

**635.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2015-02-27 · Python 2 (first AC) · Tags: math  
[alexwice's solution](#)

**636.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-18 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, implementation, math, sortings  
[alexwice's solution](#)

**637.**

2195C

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

Quality: 20,528 global accepts · Rating: 1100 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[alexwice's solution](#)

**638.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers  
[alexwice's solution](#)

**639.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 1100 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math  
[alexwice's solution](#)

**640.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: math  
[alexwice's solution](#)

**641.**

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  
[alexwice's solution](#)

**642.**

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings  
[alexwice's solution](#)

**643.**

2173B

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

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: dp, greedy, math  
[alexwice's solution](#)

**644.**

2171C1

[Renako Amaori and XOR Game \(easy version\) · Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy  
[alexwice's solution](#)

**645.**

2169B

[Drifting Away · Tutorial](#)

Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**646.**

2162C

[Beautiful XOR · Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[alexwice's solution](#)

**647.**

2146B

[Merging the Sets · Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**648.**

2138A

[Cake Assignment · Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[alexwice's solution](#)

**649.**

2137C

[Maximum Even Sum · Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math  
[alexwice's solution](#)

**650.**

2131C

[Make it Equal · Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: math, number theory  
[alexwice's solution](#)

**651.**

2128B

[Deque Process · Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[alexwice's solution](#)

**652.**

2125C

[Count Good Numbers · Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[alexwice's solution](#)

**653.**

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-18 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**654.**

2112B

[Shrinking Array · Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy  
[alexwice's solution](#)

**655.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**656.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**657.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[alexwice's solution](#)

**658.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[alexwice's solution](#)

**659.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**660.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[alexwice's solution](#)

**661.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers

[alexwice's solution](#)

**662.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[alexwice's solution](#)

**663.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[alexwice's solution](#)

**664.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[alexwice's solution](#)

**665.**

2078B

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

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[alexwice's solution](#)

**666.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[alexwice's solution](#)

**667.**

2065C1

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

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy

[alexwice's solution](#)

**668.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[alexwice's solution](#)

**669.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**670.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**671.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[alexwice's solution](#)

**672.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**673.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[alexwice's solution](#)

**674.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**675.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alexwice's solution](#)

**676.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, sortings

[alexwice's solution](#)

**677.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy

[alexwice's solution](#)

**678.**

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**679.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[alexwice's solution](#)

**680.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**681.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: dp, dsu, graphs, math

[alexwice's solution](#)

**682.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[alexwice's solution](#)

**683.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[alexwice's solution](#)

**684.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**685.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[alexwice's solution](#)

**686.**

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[alexwice's solution](#)

**687.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[alexwice's solution](#)

**688.**

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[alexwice's solution](#)

**689.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[alexwice's solution](#)

**690.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings  
[alexwice's solution](#)

**691.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**692.**

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**693.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[alexwice's solution](#)

**694.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,556 global accepts · Rating: 1100 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, sortings, strings  
[alexwice's solution](#)

**695.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory  
[alexwice's solution](#)

**696.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-26 · PyPy 3-64 (first AC) · Tags: dp, greedy, math  
[alexwice's solution](#)

**697.**

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, two pointers  
[alexwice's solution](#)

**698.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,533 global accepts · Rating: 1100 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**699.**

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[alexwice's solution](#)

**700.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[alexwice's solution](#)

**701.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,862 global accepts · Rating: 1100 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers  
[alexwice's solution](#)

**702.**

1899B

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

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation, number theory  
[alexwice's solution](#)

**703.**

1873E

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

Quality: 43,458 global accepts · Rating: 1100 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, sortings  
[alexwice's solution](#)

**704.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, strings  
[alexwice's solution](#)

**705.**

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: math, number theory  
[alexwice's solution](#)

**706.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[alexwice's solution](#)

**707.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, sortings

[alexwice's solution](#)

**708.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**709.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[alexwice's solution](#)

**710.**

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: binary search, geometry, implementation, math

[alexwice's solution](#)

**711.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[alexwice's solution](#)

**712.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math

[alexwice's solution](#)

**713.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**714.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**715.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings, two pointers

[alexwice's solution](#)

**716.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: brute force, sortings, two pointers

[alexwice's solution](#)

**717.**

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**718.**

1807G2

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

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[alexwice's solution](#)

**719.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[alexwice's solution](#)

**720.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-03-18 · last AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[alexwice's solution](#)

**721.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2023-03-18 · Java 17 (first AC) · Tags: sortings  
[alexwice's solution](#)

**722.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
[alexwice's solution](#)

**723.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
[alexwice's solution](#)

**724.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[alexwice's solution](#)

**725.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-28 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**726.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, strings  
[alexwice's solution](#)

**727.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**728.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[alexwice's solution](#)

**729.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[alexwice's solution](#)

**730.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**731.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**732.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · PyPy 2 (first AC) · Tags: brute force, data structures, greedy, strings

[alexwice's solution](#)

**733.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · PyPy 2 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**734.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-12 · PyPy 2 (first AC) · Tags: binary search, greedy, math

[alexwice's solution](#)

**735.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[alexwice's solution](#)

**736.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-07 · PyPy 2 (first AC) · Tags: binary search, brute force, dp, math

[alexwice's solution](#)

**737.**

1335C

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

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · PyPy 2 (first AC) · Tags: binary search, greedy, implementation, sortings

[alexwice's solution](#)

**738.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · PyPy 2 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**739.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**740.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · PyPy 2 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**741.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · PyPy 2 (first AC) · Tags: data structures, implementation

[alexwice's solution](#)

**742.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · PyPy 2 (first AC) · Tags: bitmasks, greedy

[alexwice's solution](#)

**743.**

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · PyPy 2 (first AC) · Tags: constructive algorithms, math, number theory

[alexwice's solution](#)

**744.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**745.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-28 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**746.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**747.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-07 · PyPy 3 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**748.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**749.**

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2017-06-18 · PyPy 2 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**750.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2017-06-18 · PyPy 2 (first AC) · Tags: implementation, sortings

[alexwice's solution](#)

**751.**

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2017-06-18 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**752.**

433A

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

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2017-06-18 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**753.**

43B

[Letter](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1100 · first AC: 2017-06-18 · PyPy 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**754.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**755.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force, geometry, math

[alexwice's solution](#)

**756.**

227B

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

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**757.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · PyPy 2 (first AC) · Tags: brute force, implementation, number theory

[alexwice's solution](#)

**758.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · PyPy 2 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[alexwice's solution](#)

**759.**

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-07-01 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation, sortings

[alexwice's solution](#)

**760.**

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · PyPy 2 (first AC) · Tags: constructive algorithms, geometry

[alexwice's solution](#)

**761.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · PyPy 2 (first AC) · Tags: geometry, math

[alexwice's solution](#)

**762.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**763.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-26 · PyPy 2 (first AC) · Tags: brute force, implementation, strings

[alexwice's solution](#)

**764.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · Python 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**765.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-08 · Python 2 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**766.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2015-04-14 · Python 2 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[alexwice's solution](#)

**767.**

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-04-14 · Python 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**768.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · Python 2 (first AC) · Tags: constructive algorithms, implementation, math

[alexwice's solution](#)

**769.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-27 · Python 2 (first AC) · Tags: greedy, hashing, strings

[alexwice's solution](#)

**770.**

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2015-02-28 · Python 2 (first AC) · Tags: data structures, implementation, sortings

[alexwice's solution](#)

**771.**

2189B

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

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**772.**

2182C

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

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp

[alexwice's solution](#)

**773.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[alexwice's solution](#)

**774.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**775.**

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers

[alexwice's solution](#)

**776.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[alexwice's solution](#)

**777.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: strings

[alexwice's solution](#)

**778.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**779.**

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[alexwice's solution](#)

**780.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[alexwice's solution](#)

**781.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[alexwice's solution](#)

**782.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**783.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[alexwice's solution](#)

**784.**

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy  
[alexwice's solution](#)

**785.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math  
[alexwice's solution](#)

**786.**

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**787.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**788.**

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[alexwice's solution](#)

**789.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs  
[alexwice's solution](#)

**790.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory  
[alexwice's solution](#)

**791.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
[alexwice's solution](#)

**792.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: greedy  
[alexwice's solution](#)

**793.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: bitmasks  
[alexwice's solution](#)

**794.**

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[alexwice's solution](#)

**795.**

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[alexwice's solution](#)

**796.**

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**797.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**798.**

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy

[alexwice's solution](#)

**799.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,919 global accepts · Rating: 1200 · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers

[alexwice's solution](#)

**800.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[alexwice's solution](#)

**801.**

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[alexwice's solution](#)

**802.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**803.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**804.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[alexwice's solution](#)

**805.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory  
[alexwice's solution](#)

**806.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy  
[alexwice's solution](#)

**807.**

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings  
[alexwice's solution](#)

**808.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory  
[alexwice's solution](#)

**809.**

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory  
[alexwice's solution](#)

**810.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**811.**

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: binary search, math  
[alexwice's solution](#)

**812.**

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings  
[alexwice's solution](#)

**813.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**814.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation  
[alexwice's solution](#)

**815.**

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[alexwice's solution](#)

**816.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math  
[alexwice's solution](#)

**817.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers  
[alexwice's solution](#)

**818.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings, strings  
[alexwice's solution](#)

**819.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[alexwice's solution](#)

**820.**

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory  
[alexwice's solution](#)

**821.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
[alexwice's solution](#)

**822.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**823.**

1941D

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

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, implementation  
[alexwice's solution](#)

**824.**

1945C

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

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: brute force  
[alexwice's solution](#)

**825.**

1926C

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

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: dp, implementation  
[alexwice's solution](#)

**826.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings  
[alexwice's solution](#)

**827.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[alexwice's solution](#)

**828.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[alexwice's solution](#)

**829.**

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[alexwice's solution](#)

**830.**

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[alexwice's solution](#)

**831.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: binary search, geometry, math

[alexwice's solution](#)

**832.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**833.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, implementation

[alexwice's solution](#)

**834.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[alexwice's solution](#)

**835.**

1872D

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

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**836.**

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[alexwice's solution](#)

**837.**

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**838.**

1848B

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

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[alexwice's solution](#)

**839.**

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[alexwice's solution](#)

**840.**

1846C

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

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[alexwice's solution](#)

**841.**

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

[alexwice's solution](#)

**842.**

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: games, greedy, math, strings

[alexwice's solution](#)

**843.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**844.**

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**845.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy, hashing, strings

[alexwice's solution](#)

**846.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[alexwice's solution](#)

**847.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · last AC: 2023-02-03 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**848.**

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, strings

[alexwice's solution](#)

**849.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings

[alexwice's solution](#)

**850.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**851.**

1679B

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

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-18 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[alexwice's solution](#)

**852.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[alexwice's solution](#)

**853.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[alexwice's solution](#)

**854.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · PyPy 2 (first AC) · Tags: graphs, implementation

[alexwice's solution](#)

**855.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · PyPy 2 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[alexwice's solution](#)

**856.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · PyPy 2 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**857.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**858.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**859.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · PyPy 2 (first AC) · Tags: greedy, implementation, strings

[alexwice's solution](#)

**860.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · PyPy 2 (first AC) · Tags: brute force, data structures, number theory, two pointers

[alexwice's solution](#)

**861.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[alexwice's solution](#)

**862.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[alexwice's solution](#)

**863.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2020-05-09 · PyPy 2 (first AC) · Tags: binary search, math

[alexwice's solution](#)

**864.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2020-05-09 · PyPy 2 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**865.**

1343C

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

Quality: 44,072 global accepts · Rating: 1200 · first AC: 2020-04-21 · PyPy 2 (first AC) · Tags: dp, greedy, two pointers

[alexwice's solution](#)

**866.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**867.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · last AC: 2020-03-26 · PyPy 2 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**868.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · PyPy 2 (first AC) · Tags: brute force, graphs, greedy

[alexwice's solution](#)

**869.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[alexwice's solution](#)

**870.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · PyPy 2 (first AC) · Tags: implementation, sortings

[alexwice's solution](#)

**871.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · PyPy 2 (first AC) · Tags: constructive algorithms, dp, greedy

[alexwice's solution](#)

**872.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · PyPy 2 (first AC) · Tags: data structures, greedy

[alexwice's solution](#)

**873.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**874.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · PyPy 2 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**875.**

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[alexwice's solution](#)

**876.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · PyPy 2 (first AC) · Tags: games, greedy, implementation

[alexwice's solution](#)

**877.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · PyPy 2 (first AC) · Tags: binary search, geometry, math

[alexwice's solution](#)

**878.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-07 · PyPy 2 (first AC) · Tags: sortings

[alexwice's solution](#)

**879.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**880.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2017-06-18 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**881.**

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2017-06-18 · PyPy 2 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**882.**

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2017-06-17 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**883.**

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2017-06-17 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**884.**

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: brute force, greedy, implementation

[alexwice's solution](#)

**885.**

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: dfs and similar, implementation

[alexwice's solution](#)

**886.**

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · PyPy 2 (first AC) · Tags: brute force, dp, implementation

[alexwice's solution](#)

**887.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · PyPy 2 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**888.**

658B

[Bear and Displayed Friends](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-28 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**889.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, strings

[alexwice's solution](#)

**890.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**891.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2015-04-02 · Python 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**892.**

2208C

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

Quality: 11,094 global accepts · Rating: 1300 · first AC: 2026-03-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[alexwice's solution](#)

**893.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**894.**

2201A1

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

Quality: 11,052 global accepts · Rating: 1300 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures

[alexwice's solution](#)

**895.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[alexwice's solution](#)

**896.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: math

[alexwice's solution](#)

**897.**

2188C

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

Rating: 1300 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**898.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[alexwice's solution](#)

**899.**

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[alexwice's solution](#)

**900.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[alexwice's solution](#)

**901.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**902.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**903.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, two pointers

[alexwice's solution](#)

**904.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings

[alexwice's solution](#)

**905.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games

[alexwice's solution](#)

**906.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[alexwice's solution](#)

**907.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms

[alexwice's solution](#)

**908.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[alexwice's solution](#)

**909.**

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**910.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy

[alexwice's solution](#)

**911.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[alexwice's solution](#)

**912.**

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[alexwice's solution](#)

**913.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[alexwice's solution](#)

**914.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[alexwice's solution](#)

**915.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[alexwice's solution](#)

**916.**

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, greedy, math

[alexwice's solution](#)

**917.**

2116B

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

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[alexwice's solution](#)

**918.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**919.**

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[alexwice's solution](#)

**920.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[alexwice's solution](#)

**921.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory, two pointers

[alexwice's solution](#)

**922.**

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 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
[alexwice's solution](#)

**923.**

2064C

[Remove the Ends](#) · Tutorial

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[alexwice's solution](#)

**924.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy  
[alexwice's solution](#)

**925.**

2049B

[pspspsps](#) · Tutorial

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation  
[alexwice's solution](#)

**926.**

2044E

[Insane Problem](#) · Tutorial

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[alexwice's solution](#)

**927.**

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[alexwice's solution](#)

**928.**

2050D

[Digital string maximization](#) · Tutorial

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, strings  
[alexwice's solution](#)

**929.**

2041A

[The Bento Box Adventure](#) · Tutorial

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[alexwice's solution](#)

**930.**

2037D

[Sharky Surfing](#) · Tutorial

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, two pointers  
[alexwice's solution](#)

**931.**

2031C

[Penchick and BBQ Buns](#) · Tutorial

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[alexwice's solution](#)

**932.**

2036D

[I Love 1543](#) · Tutorial

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, matrices  
[alexwice's solution](#)

**933.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy  
[alexwice's solution](#)

**934.**

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, math  
[alexwice's solution](#)

**935.**

2024C

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

Rating: 1300 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings  
[alexwice's solution](#)

**936.**

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**937.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers  
[alexwice's solution](#)

**938.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math  
[alexwice's solution](#)

**939.**

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**940.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: dp, implementation, math  
[alexwice's solution](#)

**941.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[alexwice's solution](#)

**942.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[alexwice's solution](#)

**943.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, math  
[alexwice's solution](#)

**944.**

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, math  
[alexwice's solution](#)

**945.**

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[alexwice's solution](#)

**946.**

1968D

[Permutation Game · Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math  
[alexwice's solution](#)

**947.**

1945D

[Seraphim the Owl · Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[alexwice's solution](#)

**948.**

1926D

[Vlad and Division · Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy  
[alexwice's solution](#)

**949.**

1931D

[Divisible Pairs · Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory  
[alexwice's solution](#)

**950.**

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  
[alexwice's solution](#)

**951.**

1922C

[Closest Cities · Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math  
[alexwice's solution](#)

**952.**

1915E

[Romantic Glasses · Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[alexwice's solution](#)

**953.**

1913C

[Game with Multiset · Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[alexwice's solution](#)

**954.**

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: math, number theory  
[alexwice's solution](#)

**955.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[alexwice's solution](#)

**956.**

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy  
[alexwice's solution](#)

**957.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers  
[alexwice's solution](#)

**958.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[alexwice's solution](#)

**959.**

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[alexwice's solution](#)

**960.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation  
[alexwice's solution](#)

**961.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[alexwice's solution](#)

**962.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[alexwice's solution](#)

**963.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: math, sortings, trees

[alexwice's solution](#)

**964.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, math

[alexwice's solution](#)

**965.**

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-08 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**966.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**967.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[alexwice's solution](#)

**968.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, math

[alexwice's solution](#)

**969.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[alexwice's solution](#)

**970.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**971.**

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**972.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[alexwice's solution](#)

**973.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · Python 3 (first AC) · Tags: binary search, implementation, interactive

[alexwice's solution](#)

**974.**

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: implementation

[alexwice's solution](#)

**975.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: dp, implementation

[alexwice's solution](#)

**976.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alexwice's solution](#)

**977.**

1703F

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

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[alexwice's solution](#)

**978.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[alexwice's solution](#)

**979.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[alexwice's solution](#)

**980.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-25 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[alexwice's solution](#)

**981.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · PyPy 2 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**982.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · PyPy 2 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[alexwice's solution](#)

**983.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · PyPy 2 (first AC) · Tags: greedy, math, number theory

[alexwice's solution](#)

**984.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**985.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · last AC: 2020-06-16 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**986.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · PyPy 2 (first AC) · Tags: greedy, two pointers

[alexwice's solution](#)

**987.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-12 · PyPy 2 (first AC) · Tags: math, two pointers

[alexwice's solution](#)

**988.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: dp, graphs, implementation, shortest paths

[alexwice's solution](#)

**989.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**990.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · last AC: 2020-05-09 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**991.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**992.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · last AC: 2020-03-26 · PyPy 2 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[alexwice's solution](#)

**993.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-22 · PyPy 2 (first AC) · Tags: greedy, math, number theory

[alexwice's solution](#)

**994.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2019-12-27 · PyPy 2 (first AC) · Tags: binary search, brute force, implementation

[alexwice's solution](#)

**995.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, implementation

[alexwice's solution](#)

**996.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · PyPy 2 (first AC) · Tags: data structures, sortings, two pointers

[alexwice's solution](#)

**997.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**998.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · PyPy 2 (first AC) · Tags: games, greedy, strings

[alexwice's solution](#)

**999.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · PyPy 2 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**1000.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · last AC: 2019-09-05 · PyPy 2 (first AC) · Tags: binary search, math

[alexwice's solution](#)

**1001.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-13 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**1002.**

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · PyPy 2 (first AC) · Tags: dfs and similar, implementation, strings

[alexwice's solution](#)

**1003.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-14 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**1004.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-28 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**1005.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-28 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**1006.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · PyPy 2 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[alexwice's solution](#)

**1007.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · PyPy 2 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**1008.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-07 · PyPy 3 (first AC) · Tags: binary search, flows, greedy, sortings

[alexwice's solution](#)

**1009.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · PyPy 2 (first AC) · Tags: data structures, implementation

[alexwice's solution](#)

**1010.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · PyPy 2 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**1011.**

889A

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

Rating: 1300 · first AC: 2017-11-12 · PyPy 2 (first AC) · Tags: greedy, implementation, trees

[alexwice's solution](#)

**1012.**

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2017-06-16 · last AC: 2017-06-16 · PyPy 2 (first AC) · Tags: implementation, sortings

[alexwice's solution](#)

**1013.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2017-06-16 · PyPy 2 (first AC) · Tags: games, greedy

[alexwice's solution](#)

**1014.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-02-01 · PyPy 2 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**1015.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · PyPy 2 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[alexwice's solution](#)

**1016.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**1017.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · PyPy 2 (first AC) · Tags: bitmasks, brute force, implementation

[alexwice's solution](#)

**1018.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · PyPy 2 (first AC) · Tags: brute force, implementation, strings

[alexwice's solution](#)

**1019.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-15 · Python 2 (first AC) · Tags: math

[alexwice's solution](#)

**1020.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2015-05-19 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[alexwice's solution](#)

**1021.**

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-04-14 · Python 2 (first AC) · Tags: constructive algorithms, greedy, implementation

[alexwice's solution](#)

**1022.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · Python 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**1023.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2015-04-02 · Python 2 (first AC) · Tags: greedy, hashing, implementation

[alexwice's solution](#)

**1024.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2015-04-02 · Python 2 (first AC) · Tags: combinatorics, implementation, sortings

[alexwice's solution](#)

**1025.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · Python 2 (first AC) · Tags: greedy, implementation, math, number theory

[alexwice's solution](#)

**1026.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alexwice's solution](#)

**1027.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: dp, games, greedy

[alexwice's solution](#)

**1028.**

2173C

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

Quality: 12,387 global accepts · Rating: 1400 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy,

number theory

[alexwice's solution](#)

**1029.**

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

[alexwice's solution](#)

**1030.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,843 global accepts · Rating: 1400 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy

[alexwice's solution](#)

**1031.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[alexwice's solution](#)

**1032.**

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[alexwice's solution](#)

**1033.**

2156C

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

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[alexwice's solution](#)

**1034.**

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[alexwice's solution](#)

**1035.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[alexwice's solution](#)

**1036.**

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[alexwice's solution](#)

**1037.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**1038.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: data structures, graphs, greedy, trees

[alexwice's solution](#)

**1039.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy  
[alexwice's solution](#)

**1040.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings  
[alexwice's solution](#)

**1041.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-07-18 · PyPy 3-64 (first AC) · Tags: math, number theory  
[alexwice's solution](#)

**1042.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[alexwice's solution](#)

**1043.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[alexwice's solution](#)

**1044.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, hashing, implementation, strings  
[alexwice's solution](#)

**1045.**

2114E

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

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[alexwice's solution](#)

**1046.**

2114D

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

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math  
[alexwice's solution](#)

**1047.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dsu  
[alexwice's solution](#)

**1048.**

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[alexwice's solution](#)

**1049.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**1050.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation  
[alexwice's solution](#)

**1051.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[alexwice's solution](#)

**1052.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[alexwice's solution](#)

**1053.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, two pointers  
[alexwice's solution](#)

**1054.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: data structures, geometry, greedy, sortings  
[alexwice's solution](#)

**1055.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: games, greedy  
[alexwice's solution](#)

**1056.**

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math  
[alexwice's solution](#)

**1057.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings, two pointers  
[alexwice's solution](#)

**1058.**

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math  
[alexwice's solution](#)

**1059.**

2033E

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

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar,

dsu, graphs, greedy, math

[alexwice's solution](#)

**1060.**

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers

[alexwice's solution](#)

**1061.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[alexwice's solution](#)

**1062.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**1063.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[alexwice's solution](#)

**1064.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings

[alexwice's solution](#)

**1065.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[alexwice's solution](#)

**1066.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings

[alexwice's solution](#)

**1067.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: geometry, math

[alexwice's solution](#)

**1068.**

2009E

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

Quality: 17,666 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[alexwice's solution](#)

**1069.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[alexwice's solution](#)

**1070.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: brute force, strings

[alexwice's solution](#)

**1071.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, greedy, math

[alexwice's solution](#)

**1072.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**1073.**

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[alexwice's solution](#)

**1074.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[alexwice's solution](#)

**1075.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · last AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures

[alexwice's solution](#)

**1076.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[alexwice's solution](#)

**1077.**

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, two pointers

[alexwice's solution](#)

**1078.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[alexwice's solution](#)

**1079.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings

[alexwice's solution](#)

**1080.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[alexwice's solution](#)

**1081.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[alexwice's solution](#)

**1082.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms

[alexwice's solution](#)

**1083.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[alexwice's solution](#)

**1084.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-04 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, implementation, math

[alexwice's solution](#)

**1085.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, sortings

[alexwice's solution](#)

**1086.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, number theory

[alexwice's solution](#)

**1087.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[alexwice's solution](#)

**1088.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**1089.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[alexwice's solution](#)

**1090.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · last AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy

[alexwice's solution](#)

**1091.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings  
[alexwice's solution](#)

**1092.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings  
[alexwice's solution](#)

**1093.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[alexwice's solution](#)

**1094.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[alexwice's solution](#)

**1095.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[alexwice's solution](#)

**1096.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy  
[alexwice's solution](#)

**1097.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**1098.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, math  
[alexwice's solution](#)

**1099.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[alexwice's solution](#)

**1100.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[alexwice's solution](#)

**1101.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · PyPy 2 (first AC) · Tags: binary search, dp, implementation, number

theory, schedules, two pointers

[alexwice's solution](#)

### 1102.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · PyPy 2 (first AC) · Tags: constructive algorithms, strings

[alexwice's solution](#)

### 1103.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

### 1104.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · PyPy 2 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[alexwice's solution](#)

### 1105.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

### 1106.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · PyPy 2 (first AC) · Tags: constructive algorithms, data structures, greedy

[alexwice's solution](#)

### 1107.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,091 global accepts · Rating: 1400 · first AC: 2020-06-29 · PyPy 2 (first AC) · Tags: math, sortings, two pointers

[alexwice's solution](#)

### 1108.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · PyPy 2 (first AC) · Tags: greedy, math, sortings, two pointers

[alexwice's solution](#)

### 1109.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-05 · PyPy 2 (first AC) · Tags: bitmasks, greedy, math

[alexwice's solution](#)

### 1110.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-18 · PyPy 2 (first AC) · Tags: binary search, geometry, math, ternary search

[alexwice's solution](#)

### 1111.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · PyPy 2 (first AC) · Tags: data structures, implementation

[alexwice's solution](#)

### 1112.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-02 · PyPy 2 (first AC) · Tags: constructive algorithms, data structures, greedy,

sortings

[alexwice's solution](#)

**1113.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · PyPy 2 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[alexwice's solution](#)

**1114.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-13 · PyPy 2 (first AC) · Tags: math

[alexwice's solution](#)

**1115.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · PyPy 2 (first AC) · Tags: data structures, implementation

[alexwice's solution](#)

**1116.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · last AC: 2019-12-21 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[alexwice's solution](#)

**1117.**

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · PyPy 2 (first AC) · Tags: dp

[alexwice's solution](#)

**1118.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · PyPy 2 (first AC) · Tags: combinatorics, dp, implementation

[alexwice's solution](#)

**1119.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · PyPy 2 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**1120.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**1121.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-07 · PyPy 2 (first AC) · Tags: dfs and similar, math, sortings

[alexwice's solution](#)

**1122.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · PyPy 2 (first AC) · Tags: binary search

[alexwice's solution](#)

**1123.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · PyPy 2 (first AC) · Tags: binary search, implementation, two pointers  
[alexwice's solution](#)

**1124.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · PyPy 2 (first AC) · Tags: greedy, math, number theory  
[alexwice's solution](#)

**1125.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-25 · PyPy 2 (first AC) · Tags: data structures, expression parsing, math  
[alexwice's solution](#)

**1126.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-26 · PyPy 2 (first AC) · Tags: brute force, dp, greedy, implementation  
[alexwice's solution](#)

**1127.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · Python 2 (first AC) · Tags: brute force, dfs and similar, games  
[alexwice's solution](#)

**1128.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-08 · Python 2 (first AC) · Tags: constructive algorithms, implementation  
[alexwice's solution](#)

**1129.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · Python 2 (first AC) · Tags: dp, greedy, math  
[alexwice's solution](#)

**1130.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Python 2 (first AC) · Tags: dfs and similar, greedy, implementation  
[alexwice's solution](#)

**1131.**

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2015-03-29 · Python 2 (first AC) · Tags: implementation, math  
[alexwice's solution](#)

**1132.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-27 · Python 2 (first AC) · Tags: constructive algorithms, greedy, math, strings  
[alexwice's solution](#)

**1133.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · Python 2 (first AC) · Tags: greedy, implementation, strings  
[alexwice's solution](#)

**1134.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: games, greedy, math, number theory  
[alexwice's solution](#)

**1135.**

2195E

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

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[alexwice's solution](#)

**1136.**

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  
[alexwice's solution](#)

**1137.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers  
[alexwice's solution](#)

**1138.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,545 global accepts · Rating: 1500 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, number theory  
[alexwice's solution](#)

**1139.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers  
[alexwice's solution](#)

**1140.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings  
[alexwice's solution](#)

**1141.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings  
[alexwice's solution](#)

**1142.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: data structures, two pointers  
[alexwice's solution](#)

**1143.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees  
[alexwice's solution](#)

**1144.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[alexwice's solution](#)

**1145.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**1146.**

1405C

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

Rating: 1500 · first AC: 2025-08-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[alexwice's solution](#)

**1147.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[alexwice's solution](#)

**1148.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[alexwice's solution](#)

**1149.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[alexwice's solution](#)

**1150.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**1151.**

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: dp

[alexwice's solution](#)

**1152.**

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[alexwice's solution](#)

**1153.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[alexwice's solution](#)

**1154.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[alexwice's solution](#)

**1155.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math

[alexwice's solution](#)

**1156.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[alexwice's solution](#)

**1157.**

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 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[alexwice's solution](#)

**1158.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[alexwice's solution](#)

**1159.**

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[alexwice's solution](#)

**1160.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[alexwice's solution](#)

**1161.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[alexwice's solution](#)

**1162.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[alexwice's solution](#)

**1163.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[alexwice's solution](#)

**1164.**

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[alexwice's solution](#)

**1165.**

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: sortings

[alexwice's solution](#)

**1166.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[alexwice's solution](#)

**1167.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-09-08 · PyPy 3-64 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**1168.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[alexwice's solution](#)

**1169.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[alexwice's solution](#)

**1170.**

1999G1

[Ruler \(easy version\)](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[alexwice's solution](#)

**1171.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[alexwice's solution](#)

**1172.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[alexwice's solution](#)

**1173.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings

[alexwice's solution](#)

**1174.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: brute force, implementation, number theory, strings

[alexwice's solution](#)

**1175.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[alexwice's solution](#)

### 1176.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[alexwice's solution](#)

### 1177.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: dp

[alexwice's solution](#)

### 1178.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: combinatorics, number theory, sortings

[alexwice's solution](#)

### 1179.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures

[alexwice's solution](#)

### 1180.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

### 1181.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

### 1182.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp

[alexwice's solution](#)

### 1183.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[alexwice's solution](#)

### 1184.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: math, sortings

[alexwice's solution](#)

### 1185.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[alexwice's solution](#)

**1186.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[alexwice's solution](#)

**1187.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-06-26 · PyPy 3-64 (first AC) · Tags: dp

[alexwice's solution](#)

**1188.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[alexwice's solution](#)

**1189.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[alexwice's solution](#)

**1190.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**1191.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[alexwice's solution](#)

**1192.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[alexwice's solution](#)

**1193.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: dsu, greedy, strings

[alexwice's solution](#)

**1194.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[alexwice's solution](#)

**1195.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[alexwice's solution](#)

**1196.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · PyPy 3-64 (first AC) · Tags: brute force, geometry, implementation, math  
[alexwice's solution](#)

**1197.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · PyPy 2 (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[alexwice's solution](#)

**1198.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · PyPy 2 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**1199.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 2 (first AC) · Tags: constructive algorithms  
[alexwice's solution](#)

**1200.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[alexwice's solution](#)

**1201.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-12 · PyPy 2 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**1202.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-09 · PyPy 2 (first AC) · Tags: brute force, implementation, two pointers  
[alexwice's solution](#)

**1203.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-09 · PyPy 2 (first AC) · Tags: constructive algorithms, dfs and similar, math  
[alexwice's solution](#)

**1204.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · PyPy 2 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**1205.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · PyPy 2 (first AC) · Tags: constructive algorithms, math, number theory  
[alexwice's solution](#)

**1206.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · PyPy 2 (first AC) · Tags: combinatorics, math

[alexwice's solution](#)

**1207.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**1208.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · PyPy 2 (first AC) · Tags: brute force, implementation

[alexwice's solution](#)

**1209.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · last AC: 2019-08-26 · PyPy 2 (first AC) · Tags: binary search, brute force, implementation, two pointers

[alexwice's solution](#)

**1210.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · PyPy 2 (first AC) · Tags: greedy, sortings

[alexwice's solution](#)

**1211.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-05 · PyPy 2 (first AC) · Tags: brute force, data structures, graphs

[alexwice's solution](#)

**1212.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alexwice's solution](#)

**1213.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[alexwice's solution](#)

**1214.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**1215.**

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-13 · PyPy 2 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**1216.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2018-05-07 · PyPy 2 (first AC) · Tags: dfs and similar, dsu, graphs

[alexwice's solution](#)

**1217.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · PyPy 2 (first AC) · Tags: dp, games

[alexwice's solution](#)

**1218.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · PyPy 2 (first AC) · Tags: implementation, math, sortings

[alexwice's solution](#)

**1219.**

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-01 · PyPy 2 (first AC) · Tags: brute force, dp, implementation

[alexwice's solution](#)

**1220.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-01 · PyPy 2 (first AC) · Tags: dfs and similar, graphs

[alexwice's solution](#)

**1221.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · PyPy 2 (first AC) · Tags: geometry, implementation, math

[alexwice's solution](#)

**1222.**

611C

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

Quality: 9,012 global accepts · Rating: 1500 · first AC: 2015-12-30 · PyPy 2 (first AC) · Tags: dp, implementation

[alexwice's solution](#)

**1223.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · PyPy 2 (first AC) · Tags: combinatorics, strings

[alexwice's solution](#)

**1224.**

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-15 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1225.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2015-03-29 · Python 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**1226.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[alexwice's solution](#)

**1227.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, math

[alexwice's solution](#)

**1228.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[alexwice's solution](#)

**1229.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1600 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: dp, greedy

[alexwice's solution](#)

**1230.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,499 global accepts · Rating: 1600 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**1231.**

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

[alexwice's solution](#)

**1232.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[alexwice's solution](#)

**1233.**

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

[alexwice's solution](#)

**1234.**

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, schedules

[alexwice's solution](#)

**1235.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[alexwice's solution](#)

**1236.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, math, trees

[alexwice's solution](#)

**1237.**

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[alexwice's solution](#)

**1238.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy  
[alexwice's solution](#)

**1239.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · last AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math  
[alexwice's solution](#)

**1240.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[alexwice's solution](#)

**1241.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities  
[alexwice's solution](#)

**1242.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: combinatorics, flows, greedy, implementation  
[alexwice's solution](#)

**1243.**

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**1244.**

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[alexwice's solution](#)

**1245.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: brute force, greedy  
[alexwice's solution](#)

**1246.**

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation  
[alexwice's solution](#)

**1247.**

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: implementation  
[alexwice's solution](#)

**1248.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation,

sortings

[alexwice's solution](#)

**1249.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**1250.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[alexwice's solution](#)

**1251.**

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[alexwice's solution](#)

**1252.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[alexwice's solution](#)

**1253.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[alexwice's solution](#)

**1254.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[alexwice's solution](#)

**1255.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings

[alexwice's solution](#)

**1256.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[alexwice's solution](#)

**1257.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, interactive, two pointers

[alexwice's solution](#)

**1258.**

2028C

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

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[alexwice's solution](#)

**1259.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[alexwice's solution](#)

**1260.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[alexwice's solution](#)

**1261.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**1262.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[alexwice's solution](#)

**1263.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, implementation, math

[alexwice's solution](#)

**1264.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: binary search, dp, two pointers

[alexwice's solution](#)

**1265.**

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

[alexwice's solution](#)

**1266.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[alexwice's solution](#)

**1267.**

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**1268.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**1269.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[alexwice's solution](#)

**1270.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, two pointers

[alexwice's solution](#)

**1271.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, math

[alexwice's solution](#)

**1272.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, number theory

[alexwice's solution](#)

**1273.**

1886C

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

Quality: 16,603 global accepts · Rating: 1600 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: implementation, strings

[alexwice's solution](#)

**1274.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: dp

[alexwice's solution](#)

**1275.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[alexwice's solution](#)

**1276.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[alexwice's solution](#)

**1277.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp

[alexwice's solution](#)

**1278.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math

[alexwice's solution](#)

**1279.**

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

[alexwice's solution](#)

### 1280.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

[alexwice's solution](#)

### 1281.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-05-27 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[alexwice's solution](#)

### 1282.

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

[alexwice's solution](#)

### 1283.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, math

[alexwice's solution](#)

### 1284.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

[alexwice's solution](#)

### 1285.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive

[alexwice's solution](#)

### 1286.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[alexwice's solution](#)

### 1287.

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

[alexwice's solution](#)

### 1288.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[alexwice's solution](#)

### 1289.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[alexwice's solution](#)

**1290.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
[alexwice's solution](#)

**1291.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-14 · last AC: 2022-12-14 · PyPy 3-64 (first AC) · Tags: math, number theory  
[alexwice's solution](#)

**1292.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[alexwice's solution](#)

**1293.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
[alexwice's solution](#)

**1294.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers  
[alexwice's solution](#)

**1295.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp  
[alexwice's solution](#)

**1296.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy  
[alexwice's solution](#)

**1297.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · last AC: 2021-12-28 · PyPy 2 (first AC) · Tags: binary search, brute force, greedy, sortings  
[alexwice's solution](#)

**1298.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-25 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, math  
[alexwice's solution](#)

**1299.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · PyPy 2 (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[alexwice's solution](#)

**1300.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, number theory

[alexwice's solution](#)

**1301.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-29 · PyPy 2 (first AC) · Tags: data structures, greedy, sortings

[alexwice's solution](#)

**1302.**

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · PyPy 2 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[alexwice's solution](#)

**1303.**

1364C

[Ehab and Prefix MEXs · Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, greedy

[alexwice's solution](#)

**1304.**

1353D

[Constructing the Array · Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · PyPy 2 (first AC) · Tags: constructive algorithms, data structures, sortings

[alexwice's solution](#)

**1305.**

1349A

[Orac and LCM · Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · PyPy 2 (first AC) · Tags: data structures, math, number theory

[alexwice's solution](#)

**1306.**

1352G

[Special Permutation · Tutorial](#)

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · last AC: 2020-05-09 · PyPy 2 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**1307.**

1348C

[Phoenix and Distribution · Tutorial](#)

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-02 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[alexwice's solution](#)

**1308.**

1334C

[Circle of Monsters · Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[alexwice's solution](#)

**1309.**

1327C

[Game with Chips · Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[alexwice's solution](#)

**1310.**

1305C

[Kuroni and Impossible Calculation · Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · PyPy 2 (first AC) · Tags: brute force, combinatorics, math, number theory

[alexwice's solution](#)

**1311.**

1303C

[Perfect Keyboard · Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-13 · PyPy 2 (first AC) · Tags: dfs and similar, greedy, implementation

[alexwice's solution](#)

**1312.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · PyPy 2 (first AC) · Tags: data structures, greedy, implementation, math  
[alexwice's solution](#)

**1313.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · last AC: 2019-09-05 · PyPy 2 (first AC) · Tags: greedy, math  
[alexwice's solution](#)

**1314.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · PyPy 2 (first AC) · Tags: brute force, math, sortings  
[alexwice's solution](#)

**1315.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · PyPy 2 (first AC) · Tags: greedy, implementation  
[alexwice's solution](#)

**1316.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · PyPy 2 (first AC) · Tags: binary search, brute force, data structures, sortings  
[alexwice's solution](#)

**1317.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · PyPy 2 (first AC) · Tags: sortings, two pointers  
[alexwice's solution](#)

**1318.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · PyPy 2 (first AC) · Tags: greedy, math, sortings  
[alexwice's solution](#)

**1319.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-14 · PyPy 2 (first AC) · Tags: math, number theory  
[alexwice's solution](#)

**1320.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-24 · PyPy 2 (first AC) · Tags: greedy, math, sortings  
[alexwice's solution](#)

**1321.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-24 · PyPy 2 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[alexwice's solution](#)

**1322.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-09 · PyPy 2 (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**1323.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · PyPy 2 (first AC) · Tags: bitmasks, constructive algorithms

[alexwice's solution](#)

**1324.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · PyPy 2 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[alexwice's solution](#)

**1325.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · PyPy 2 (first AC) · Tags: binary search, dp, greedy, two pointers

[alexwice's solution](#)

**1326.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-31 · PyPy 2 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[alexwice's solution](#)

**1327.**

658C

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · PyPy 2 (first AC) · Tags: constructive algorithms, trees

[alexwice's solution](#)

**1328.**

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · PyPy 2 (first AC) · Tags: dp

[alexwice's solution](#)

**1329.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · PyPy 2 (first AC) · Tags: graphs

[alexwice's solution](#)

**1330.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · Python 2 (first AC) · Tags: math

[alexwice's solution](#)

**1331.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-27 · Python 2 (first AC) · Tags: greedy, math, sortings

[alexwice's solution](#)

**1332.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · Python 2 (first AC) · Tags: constructive algorithms, data structures, implementation

[alexwice's solution](#)

**1333.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · Python 2 (first AC) · Tags: constructive algorithms, strings  
[alexwice's solution](#)

**1334.**

2201A2

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

Quality: 5,085 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dp  
[alexwice's solution](#)

**1335.**

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[alexwice's solution](#)

**1336.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[alexwice's solution](#)

**1337.**

2163B

[Sigá ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[alexwice's solution](#)

**1338.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[alexwice's solution](#)

**1339.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive  
[alexwice's solution](#)

**1340.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games, greedy, math  
[alexwice's solution](#)

**1341.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math  
[alexwice's solution](#)

**1342.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: games, greedy  
[alexwice's solution](#)

**1343.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math  
[alexwice's solution](#)

**1344.**

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[alexwice's solution](#)

**1345.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**1346.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[alexwice's solution](#)

**1347.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[alexwice's solution](#)

**1348.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[alexwice's solution](#)

**1349.**

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[alexwice's solution](#)

**1350.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: games, geometry, math

[alexwice's solution](#)

**1351.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, math

[alexwice's solution](#)

**1352.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2025-06-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**1353.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation

[alexwice's solution](#)

**1354.**

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[alexwice's solution](#)

**1355.**

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: implementation, trees

[alexwice's solution](#)

**1356.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[alexwice's solution](#)

**1357.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: dp, implementation

[alexwice's solution](#)

**1358.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[alexwice's solution](#)

**1359.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, strings

[alexwice's solution](#)

**1360.**

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · last AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[alexwice's solution](#)

**1361.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[alexwice's solution](#)

**1362.**

2065G

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

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[alexwice's solution](#)

**1363.**

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[alexwice's solution](#)

**1364.**

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

[alexwice's solution](#)

**1365.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[alexwice's solution](#)

**1366.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[alexwice's solution](#)

**1367.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[alexwice's solution](#)

**1368.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[alexwice's solution](#)

**1369.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[alexwice's solution](#)

**1370.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[alexwice's solution](#)

**1371.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[alexwice's solution](#)

**1372.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-09-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[alexwice's solution](#)

**1373.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms,

implementation, math, strings

[alexwice's solution](#)

**1374.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, flows, math

[alexwice's solution](#)

**1375.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[alexwice's solution](#)

**1376.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[alexwice's solution](#)

**1377.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[alexwice's solution](#)

**1378.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[alexwice's solution](#)

**1379.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory, sortings

[alexwice's solution](#)

**1380.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[alexwice's solution](#)

**1381.**

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

[alexwice's solution](#)

**1382.**

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

[alexwice's solution](#)

**1383.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[alexwice's solution](#)

**1384.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy  
[alexwice's solution](#)

**1385.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs  
[alexwice's solution](#)

**1386.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[alexwice's solution](#)

**1387.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[alexwice's solution](#)

**1388.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees  
[alexwice's solution](#)

**1389.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · last AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math  
[alexwice's solution](#)

**1390.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees  
[alexwice's solution](#)

**1391.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math  
[alexwice's solution](#)

**1392.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math  
[alexwice's solution](#)

**1393.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[alexwice's solution](#)

**1394.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[alexwice's solution](#)

**1395.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[alexwice's solution](#)

**1396.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[alexwice's solution](#)

**1397.**

1822F

[Gardening Friends](#) · [Tutorial](#)

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

[alexwice's solution](#)

**1398.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: brute force, math

[alexwice's solution](#)

**1399.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: binary search, math

[alexwice's solution](#)

**1400.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation

[alexwice's solution](#)

**1401.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: greedy, strings

[alexwice's solution](#)

**1402.**

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[alexwice's solution](#)

**1403.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · last AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[alexwice's solution](#)

**1404.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[alexwice's solution](#)

**1405.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[alexwice's solution](#)

**1406.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[alexwice's solution](#)

**1407.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[alexwice's solution](#)

**1408.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[alexwice's solution](#)

**1409.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[alexwice's solution](#)

**1410.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · last AC: 2021-12-21 · PyPy 2 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[alexwice's solution](#)

**1411.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · PyPy 2 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[alexwice's solution](#)

**1412.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-22 · PyPy 2 (first AC) · Tags: binary search, data structures, greedy, two pointers

[alexwice's solution](#)

**1413.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-08-08 · PyPy 2 (first AC) · Tags: implementation

[alexwice's solution](#)

**1414.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · PyPy 2 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[alexwice's solution](#)

**1415.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · PyPy 2 (first AC) · Tags: bitmasks, greedy, math

[alexwice's solution](#)

**1416.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · PyPy 2 (first AC) · Tags: binary search, math

[alexwice's solution](#)

**1417.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[alexwice's solution](#)

**1418.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2020-05-04 · last AC: 2020-05-04 · PyPy 2 (first AC) · Tags: dfs and similar, graphs

[alexwice's solution](#)

**1419.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · PyPy 2 (first AC) · Tags: brute force, data structures, greedy, two pointers

[alexwice's solution](#)

**1420.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · PyPy 2 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[alexwice's solution](#)

**1421.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[alexwice's solution](#)

**1422.**

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

[alexwice's solution](#)

**1423.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**1424.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · PyPy 2 (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**1425.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · PyPy 2 (first AC) · Tags: geometry, math

[alexwice's solution](#)

**1426.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · PyPy 2 (first AC) · Tags: games, greedy, math

[alexwice's solution](#)

**1427.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · last AC: 2019-09-05 · PyPy 2 (first AC) · Tags: binary search, bitmasks, brute force

[alexwice's solution](#)

**1428.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · PyPy 2 (first AC) · Tags: dp, graphs, greedy, shortest paths

[alexwice's solution](#)

**1429.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · PyPy 2 (first AC) · Tags: binary search, greedy, implementation, two pointers

[alexwice's solution](#)

**1430.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · PyPy 2 (first AC) · Tags: brute force, dp, shortest paths

[alexwice's solution](#)

**1431.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · PyPy 2 (first AC) · Tags: data structures, greedy, strings

[alexwice's solution](#)

**1432.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-28 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**1433.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · PyPy 2 (first AC) · Tags: bitmasks, graphs, interactive

[alexwice's solution](#)

**1434.**

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · PyPy 2 (first AC) · Tags: sortings, two pointers

[alexwice's solution](#)

**1435.**

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2018-05-07 · PyPy 2 (first AC) · Tags: dp

[alexwice's solution](#)

**1436.**

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-14 · PyPy 2 (first AC) · Tags: brute force, dp, greedy, strings

[alexwice's solution](#)

**1437.**

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-02-01 · PyPy 2 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[alexwice's solution](#)

**1438.**

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · PyPy 2 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[alexwice's solution](#)

**1439.**

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · PyPy 2 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[alexwice's solution](#)

**1440.**

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · PyPy 2 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[alexwice's solution](#)

**1441.**

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-01 · PyPy 2 (first AC) · Tags: brute force, combinatorics, math

[alexwice's solution](#)

**1442.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · Python 2 (first AC) · Tags: combinatorics, dp, math, probabilities

[alexwice's solution](#)

**1443.**

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[alexwice's solution](#)

**1444.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dsu, sortings

[alexwice's solution](#)

**1445.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[alexwice's solution](#)

**1446.**

2179E

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

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math  
[alexwice's solution](#)

**1447.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, sortings  
[alexwice's solution](#)

**1448.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers  
[alexwice's solution](#)

**1449.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[alexwice's solution](#)

**1450.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers  
[alexwice's solution](#)

**1451.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: brute force, dp, math  
[alexwice's solution](#)

**1452.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees  
[alexwice's solution](#)

**1453.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**1454.**

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2020-08-08 · last AC: 2025-06-10 · PyPy 2 (first AC) · Tags: brute force, greedy, math, strings  
[alexwice's solution](#)

**1455.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, trees  
[alexwice's solution](#)

**1456.**

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[alexwice's solution](#)

**1457.**

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[alexwice's solution](#)

**1458.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy

[alexwice's solution](#)

**1459.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp

[alexwice's solution](#)

**1460.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory

[alexwice's solution](#)

**1461.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-12-14 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[alexwice's solution](#)

**1462.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy

[alexwice's solution](#)

**1463.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[alexwice's solution](#)

**1464.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[alexwice's solution](#)

**1465.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[alexwice's solution](#)

**1466.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: dp, implementation

[alexwice's solution](#)

**1467.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[alexwice's solution](#)

**1468.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees  
[alexwice's solution](#)

**1469.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings  
[alexwice's solution](#)

**1470.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation  
[alexwice's solution](#)

**1471.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory  
[alexwice's solution](#)

**1472.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory  
[alexwice's solution](#)

**1473.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math  
[alexwice's solution](#)

**1474.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[alexwice's solution](#)

**1475.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures  
[alexwice's solution](#)

**1476.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings  
[alexwice's solution](#)

**1477.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers  
[alexwice's solution](#)

**1478.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math  
[alexwice's solution](#)

**1479.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-29 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings  
[alexwice's solution](#)

**1480.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[alexwice's solution](#)

**1481.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees  
[alexwice's solution](#)

**1482.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings  
[alexwice's solution](#)

**1483.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation  
[alexwice's solution](#)

**1484.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math  
[alexwice's solution](#)

**1485.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp  
[alexwice's solution](#)

**1486.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers  
[alexwice's solution](#)

**1487.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory  
[alexwice's solution](#)

**1488.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[alexwice's solution](#)

**1489.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive  
[alexwice's solution](#)

**1490.**

1846E2

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

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, math  
[alexwice's solution](#)

**1491.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers  
[alexwice's solution](#)

**1492.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, strings  
[alexwice's solution](#)

**1493.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,472 global accepts · Rating: 1800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths  
[alexwice's solution](#)

**1494.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees  
[alexwice's solution](#)

**1495.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees  
[alexwice's solution](#)

**1496.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths  
[alexwice's solution](#)

**1497.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[alexwice's solution](#)

**1498.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**1499.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2023-02-18 · last AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings

[alexwice's solution](#)

**1500.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[alexwice's solution](#)

**1501.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-08-13 · PyPy 3-64 (first AC) · Tags: dp, greedy

[alexwice's solution](#)

**1502.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[alexwice's solution](#)

**1503.**

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · last AC: 2021-12-21 · PyPy 2 (first AC) · Tags: binary search, greedy, sortings

[alexwice's solution](#)

**1504.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · PyPy 2 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[alexwice's solution](#)

**1505.**

478C

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

Quality: 20,592 global accepts · Rating: 1800 · first AC: 2020-10-23 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**1506.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[alexwice's solution](#)

**1507.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · last AC: 2020-06-17 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[alexwice's solution](#)

**1508.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · PyPy 2 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[alexwice's solution](#)

**1509.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-04-10 · PyPy 2 (first AC) · Tags: dp

[alexwice's solution](#)

**1510.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · last AC: 2020-03-26 · PyPy 2 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[alexwice's solution](#)

**1511.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · PyPy 2 (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**1512.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · PyPy 2 (first AC) · Tags: implementation, math

[alexwice's solution](#)

**1513.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · last AC: 2019-10-14 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[alexwice's solution](#)

**1514.**

124D

[Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-31 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, number theory

[alexwice's solution](#)

**1515.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · PyPy 2 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[alexwice's solution](#)

**1516.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · last AC: 2019-08-26 · PyPy 2 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**1517.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · PyPy 2 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**1518.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-25 · Java 8 (first AC) · Tags: brute force, math, number theory  
[alexwice's solution](#)

**1519.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-24 · PyPy 2 (first AC) · Tags: constructive algorithms, math  
[alexwice's solution](#)

**1520.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-07 · last AC: 2019-04-07 · PyPy 3 (first AC) · Tags: binary search, sortings  
[alexwice's solution](#)

**1521.**

688D

[Reminders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-01 · PyPy 2 (first AC) · Tags: chinese remainder theorem, math, number theory  
[alexwice's solution](#)

**1522.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · Python 2 (first AC) · Tags: data structures, dp, two pointers  
[alexwice's solution](#)

**1523.**

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  
[alexwice's solution](#)

**1524.**

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  
[alexwice's solution](#)

**1525.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
[alexwice's solution](#)

**1526.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
[alexwice's solution](#)

**1527.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math  
[alexwice's solution](#)

**1528.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy,

number theory

[alexwice's solution](#)

**1529.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[alexwice's solution](#)

**1530.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: dp, math, sortings

[alexwice's solution](#)

**1531.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[alexwice's solution](#)

**1532.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[alexwice's solution](#)

**1533.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2025-10-09 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dsu, trees

[alexwice's solution](#)

**1534.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[alexwice's solution](#)

**1535.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy, two pointers

[alexwice's solution](#)

**1536.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, sortings

[alexwice's solution](#)

**1537.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[alexwice's solution](#)

**1538.**

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[alexwice's solution](#)

**1539.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees  
[alexwice's solution](#)

**1540.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[alexwice's solution](#)

**1541.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math  
[alexwice's solution](#)

**1542.**

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: data structures, dsu, implementation  
[alexwice's solution](#)

**1543.**

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings  
[alexwice's solution](#)

**1544.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · last AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings  
[alexwice's solution](#)

**1545.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities  
[alexwice's solution](#)

**1546.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings  
[alexwice's solution](#)

**1547.**

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers  
[alexwice's solution](#)

**1548.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers  
[alexwice's solution](#)

**1549.**

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation, interactive, math

[alexwice's solution](#)

**1550.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[alexwice's solution](#)

**1551.**

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

[alexwice's solution](#)

**1552.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[alexwice's solution](#)

**1553.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[alexwice's solution](#)

**1554.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-12-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[alexwice's solution](#)

**1555.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · last 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

[alexwice's solution](#)

**1556.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[alexwice's solution](#)

**1557.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[alexwice's solution](#)

**1558.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[alexwice's solution](#)

**1559.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[alexwice's solution](#)

**1560.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, number theory, two pointers

[alexwice's solution](#)

**1561.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math

[alexwice's solution](#)

**1562.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[alexwice's solution](#)

**1563.**

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[alexwice's solution](#)

**1564.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[alexwice's solution](#)

**1565.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[alexwice's solution](#)

**1566.**

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[alexwice's solution](#)

**1567.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[alexwice's solution](#)

**1568.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, two pointers

[alexwice's solution](#)

**1569.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[alexwice's solution](#)

**1570.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, math

[alexwice's solution](#)

**1571.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[alexwice's solution](#)

**1572.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[alexwice's solution](#)

**1573.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[alexwice's solution](#)

**1574.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[alexwice's solution](#)

**1575.**

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

[alexwice's solution](#)

**1576.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[alexwice's solution](#)

**1577.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[alexwice's solution](#)

**1578.**

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: data structures, sortings

[alexwice's solution](#)

**1579.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dsu, implementation, math

[alexwice's solution](#)

**1580.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, math

[alexwice's solution](#)

**1581.**

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[alexwice's solution](#)

**1582.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-06 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[alexwice's solution](#)

**1583.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[alexwice's solution](#)

**1584.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[alexwice's solution](#)

**1585.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[alexwice's solution](#)

**1586.**

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[alexwice's solution](#)

**1587.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[alexwice's solution](#)

**1588.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[alexwice's solution](#)

### 1589.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[alexwice's solution](#)

### 1590.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[alexwice's solution](#)

### 1591.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, strings

[alexwice's solution](#)

### 1592.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[alexwice's solution](#)

### 1593.

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

[alexwice's solution](#)

### 1594.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[alexwice's solution](#)

### 1595.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[alexwice's solution](#)

### 1596.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[alexwice's solution](#)

### 1597.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[alexwice's solution](#)

### 1598.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[alexwice's solution](#)

**1599.**

1591D

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

Quality: 1900 · first AC: 2021-12-12 · PyPy 2 (first AC) · Tags: constructive algorithms, data structures, math, sortings

[alexwice's solution](#)

**1600.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · PyPy 2 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[alexwice's solution](#)

**1601.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[alexwice's solution](#)

**1602.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · PyPy 2 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[alexwice's solution](#)

**1603.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, sortings

[alexwice's solution](#)

**1604.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[alexwice's solution](#)

**1605.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**1606.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · PyPy 2 (first AC) · Tags: brute force, dp, greedy

[alexwice's solution](#)

**1607.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-26 · PyPy 2 (first AC) · Tags: dfs and similar, graphs, trees

[alexwice's solution](#)

**1608.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · PyPy 2 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[alexwice's solution](#)

**1609.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-13 · PyPy 2 (first AC) · Tags: bitmasks, greedy

[alexwice's solution](#)

**1610.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · PyPy 2 (first AC) · Tags: greedy, implementation, math

[alexwice's solution](#)

**1611.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · PyPy 2 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[alexwice's solution](#)

**1612.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · Java 11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[alexwice's solution](#)

**1613.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · PyPy 2 (first AC) · Tags: binary search, brute force, math

[alexwice's solution](#)

**1614.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · PyPy 2 (first AC) · Tags: bitmasks, math, number theory

[alexwice's solution](#)

**1615.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · PyPy 2 (first AC) · Tags: dfs and similar, dp, flows, hashing

[alexwice's solution](#)

**1616.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms

[alexwice's solution](#)

**1617.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-26 · PyPy 2 (first AC) · Tags: binary search, data structures, greedy, implementation

[alexwice's solution](#)

**1618.**

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-05 · PyPy 2 (first AC) · Tags: hashing, implementation, strings

[alexwice's solution](#)

**1619.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-28 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**1620.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · last AC: 2019-04-23 · PyPy 2 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[alexwice's solution](#)

**1621.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · PyPy 2 (first AC) · Tags: math, number theory

[alexwice's solution](#)

**1622.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · PyPy 2 (first AC) · Tags: greedy, implementation

[alexwice's solution](#)

**1623.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · PyPy 2 (first AC) · Tags: data structures, dp, greedy, implementation

[alexwice's solution](#)

**1624.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · PyPy 2 (first AC) · Tags: data structures, hashing, sortings, strings

[alexwice's solution](#)

**1625.**

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · PyPy 2 (first AC) · Tags: constructive algorithms, graphs, greedy

[alexwice's solution](#)

**1626.**

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-07-01 · PyPy 2 (first AC) · Tags: dp

[alexwice's solution](#)

**1627.**

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2015-04-15 · Python 2 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[alexwice's solution](#)

**1628.**

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2015-04-15 · Python 2 (first AC) · Tags: binary search, greedy, math

[alexwice's solution](#)

**1629.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy

[alexwice's solution](#)

**1630.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[alexwice's solution](#)

**1631.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, math, sortings

[alexwice's solution](#)

**1632.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive

[alexwice's solution](#)

**1633.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[alexwice's solution](#)

**1634.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[alexwice's solution](#)

**1635.**

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

[alexwice's solution](#)

**1636.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, number theory

[alexwice's solution](#)

**1637.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[alexwice's solution](#)

**1638.**

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[alexwice's solution](#)

**1639.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[alexwice's solution](#)

**1640.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[alexwice's solution](#)

**1641.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[alexwice's solution](#)

**1642.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[alexwice's solution](#)

**1643.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[alexwice's solution](#)

**1644.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[alexwice's solution](#)

**1645.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[alexwice's solution](#)

**1646.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-24 · last AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[alexwice's solution](#)

**1647.**

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[alexwice's solution](#)

**1648.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[alexwice's solution](#)

**1649.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

[alexwice's solution](#)

**1650.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[alexwice's solution](#)

**1651.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[alexwice's solution](#)

**1652.**

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[alexwice's solution](#)

**1653.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**1654.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[alexwice's solution](#)

**1655.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities

[alexwice's solution](#)

**1656.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**1657.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, trees

[alexwice's solution](#)

**1658.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[alexwice's solution](#)

**1659.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[alexwice's solution](#)

**1660.**

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[alexwice's solution](#)

**1661.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-14 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[alexwice's solution](#)

**1662.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[alexwice's solution](#)

**1663.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[alexwice's solution](#)

**1664.**

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

[alexwice's solution](#)

**1665.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[alexwice's solution](#)

**1666.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[alexwice's solution](#)

**1667.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[alexwice's solution](#)

**1668.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[alexwice's solution](#)

**1669.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[alexwice's solution](#)

**1670.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[alexwice's solution](#)

**1671.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[alexwice's solution](#)

**1672.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, two pointers

[alexwice's solution](#)

**1673.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[alexwice's solution](#)

**1674.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[alexwice's solution](#)

**1675.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2022-06-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[alexwice's solution](#)

**1676.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy

[alexwice's solution](#)

**1677.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[alexwice's solution](#)

**1678.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[alexwice's solution](#)

**1679.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: combinatorics, math, two pointers

[alexwice's solution](#)

**1680.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-21 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[alexwice's solution](#)

**1681.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[alexwice's solution](#)

### 1682.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · PyPy 2 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[alexwice's solution](#)

### 1683.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-29 · PyPy 2 (first AC) · Tags: combinatorics, math, number theory

[alexwice's solution](#)

### 1684.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · PyPy 2 (first AC) · Tags: data structures, dp, implementation, two pointers

[alexwice's solution](#)

### 1685.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

### 1686.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · PyPy 2 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[alexwice's solution](#)

### 1687.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · PyPy 2 (first AC) · Tags: dfs and similar, dp, greedy, trees

[alexwice's solution](#)

### 1688.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · PyPy 2 (first AC) · Tags: dp, greedy, math

[alexwice's solution](#)

### 1689.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[alexwice's solution](#)

### 1690.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · PyPy 2 (first AC) · Tags: binary search, data structures, implementation

[alexwice's solution](#)

### 1691.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · last AC: 2019-10-14 · PyPy 2 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[alexwice's solution](#)

**1692.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-14 · last AC: 2019-10-14 · PyPy 2 (first AC) · Tags: brute force, math, number theory

[alexwice's solution](#)

**1693.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · PyPy 2 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[alexwice's solution](#)

**1694.**

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-14 · PyPy 2 (first AC) · Tags: binary search, greedy, implementation

[alexwice's solution](#)

**1695.**

1165F1

[Microtransactions \(easy version\)](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-14 · PyPy 2 (first AC) · Tags: binary search, greedy

[alexwice's solution](#)

**1696.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · PyPy 2 (first AC) · Tags: games

[alexwice's solution](#)

**1697.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2019-04-29 · last AC: 2019-04-29 · PyPy 2 (first AC) · Tags: dfs and similar, dp

[alexwice's solution](#)

**1698.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · PyPy 2 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[alexwice's solution](#)

**1699.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · PyPy 2 (first AC) · Tags: data structures

[alexwice's solution](#)

**1700.**

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · Python 2 (first AC) · Tags: brute force, greedy, math

[alexwice's solution](#)

**1701.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[alexwice's solution](#)

**1702.**

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

[alexwice's solution](#)**1703.**

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

[alexwice's solution](#)**1704.**

2161D

[Locked Out · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[alexwice's solution](#)**1705.**

2152E

[Monotone Subsequence · Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[alexwice's solution](#)**1706.**

2149G

[Buratsuta 3 · Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[alexwice's solution](#)**1707.**

2150C

[Limited Edition Shop · Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[alexwice's solution](#)**1708.**

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[alexwice's solution](#)**1709.**

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

[alexwice's solution](#)**1710.**

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[alexwice's solution](#)**1711.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**1712.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · last AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math  
[alexwice's solution](#)

**1713.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings  
[alexwice's solution](#)

**1714.**

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[alexwice's solution](#)

**1715.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math  
[alexwice's solution](#)

**1716.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers  
[alexwice's solution](#)

**1717.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math  
[alexwice's solution](#)

**1718.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers  
[alexwice's solution](#)

**1719.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees  
[alexwice's solution](#)

**1720.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[alexwice's solution](#)

**1721.**

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math  
[alexwice's solution](#)

**1722.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[alexwice's solution](#)

**1723.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[alexwice's solution](#)

**1724.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, games, math, number theory

[alexwice's solution](#)

**1725.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[alexwice's solution](#)

**1726.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, math

[alexwice's solution](#)

**1727.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[alexwice's solution](#)

**1728.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[alexwice's solution](#)

**1729.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[alexwice's solution](#)

**1730.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[alexwice's solution](#)

**1731.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math

[alexwice's solution](#)

**1732.**

1787E

[The Harmonization of XOR](#) · Tutorial

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[alexwice's solution](#)

**1733.**

1621D

[The Winter Hike](#) · Tutorial

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[alexwice's solution](#)

**1734.**

1392E

[Omkar and Duck](#) · Tutorial

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · PyPy 2 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[alexwice's solution](#)

**1735.**

1367F1

[Flying Sort \(Easy Version\)](#) · Tutorial

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: dp, greedy, two pointers  
[alexwice's solution](#)

**1736.**

1364D

[Ehab's Last Corollary](#) · Tutorial

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · PyPy 2 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees  
[alexwice's solution](#)

**1737.**

1360H

[Binary Median](#) · Tutorial

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms  
[alexwice's solution](#)

**1738.**

1343E

[Weights Distributing](#) · Tutorial

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · PyPy 2 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings  
[alexwice's solution](#)

**1739.**

1312E

[Array Shrinking](#) · Tutorial

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: dp, greedy  
[alexwice's solution](#)

**1740.**

1216F

[Wi-Fi](#) · Tutorial

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-21 · PyPy 2 (first AC) · Tags: data structures, dp, greedy  
[alexwice's solution](#)

**1741.**

1217D

[Coloring Edges](#) · Tutorial

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · last AC: 2019-09-05 · PyPy 2 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[alexwice's solution](#)

**1742.**

1213F

[Unstable String Sort](#) · Tutorial

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · last AC: 2019-08-30 · PyPy 2 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[alexwice's solution](#)

### 1743.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

### 1744.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · PyPy 2 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[alexwice's solution](#)

### 1745.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · Java 8 (first AC) · Tags: dp, greedy, trees

[alexwice's solution](#)

### 1746.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-24 · PyPy 2 (first AC) · Tags: combinatorics, data structures, dp, math

[alexwice's solution](#)

### 1747.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · PyPy 2 (first AC) · Tags: dfs and similar, math, number theory

[alexwice's solution](#)

### 1748.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · PyPy 2 (first AC) · Tags: dp, probabilities, trees

[alexwice's solution](#)

### 1749.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-03 · PyPy 2 (first AC) · Tags: constructive algorithms, geometry

[alexwice's solution](#)

### 1750.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[alexwice's solution](#)

### 1751.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[alexwice's solution](#)

### 1752.

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

[alexwice's solution](#)

**1753.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math  
[alexwice's solution](#)

**1754.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings  
[alexwice's solution](#)

**1755.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, probabilities, trees  
[alexwice's solution](#)

**1756.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[alexwice's solution](#)

**1757.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers  
[alexwice's solution](#)

**1758.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: dp, games, math, probabilities  
[alexwice's solution](#)

**1759.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices  
[alexwice's solution](#)

**1760.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math  
[alexwice's solution](#)

**1761.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math  
[alexwice's solution](#)

**1762.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[alexwice's solution](#)

**1763.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[alexwice's solution](#)

**1764.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[alexwice's solution](#)

**1765.**

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

[alexwice's solution](#)

**1766.**

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[alexwice's solution](#)

**1767.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[alexwice's solution](#)

**1768.**

1867E2

[Salylg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive

[alexwice's solution](#)

**1769.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[alexwice's solution](#)

**1770.**

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

[alexwice's solution](#)

**1771.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp

[alexwice's solution](#)

**1772.**

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

[alexwice's solution](#)

**1773.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, hashing, implementation, trees

[alexwice's solution](#)

**1774.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings, two pointers

[alexwice's solution](#)

**1775.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[alexwice's solution](#)

**1776.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · last AC: 2021-12-28 · PyPy 2 (first AC) · Tags: bitmasks, brute force, greedy

[alexwice's solution](#)

**1777.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · PyPy 2 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[alexwice's solution](#)

**1778.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · PyPy 2 (first AC) · Tags: greedy

[alexwice's solution](#)

**1779.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alexwice's solution](#)

**1780.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · PyPy 2 (first AC) · Tags: binary search, math

[alexwice's solution](#)

**1781.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[alexwice's solution](#)

**1782.**

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-08-23 · PyPy 2 (first AC) · Tags: graphs, math

[alexwice's solution](#)

**1783.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · PyPy 2 (first AC) · Tags: brute force, interactive, math  
[alexwice's solution](#)

**1784.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · PyPy 2 (first AC) · Tags: binary search, dfs and similar, graphs  
[alexwice's solution](#)

**1785.**

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-23 · last AC: 2017-01-23 · PyPy 2 (first AC) · Tags: data structures  
[alexwice's solution](#)

**1786.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · PyPy 2 (first AC) · Tags: bitmasks, dp  
[alexwice's solution](#)

**1787.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees  
[alexwice's solution](#)

**1788.**

2195G

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

Quality: 1,046 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees  
[alexwice's solution](#)

**1789.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math  
[alexwice's solution](#)

**1790.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: combinatorics, graph matchings, math  
[alexwice's solution](#)

**1791.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, interactive  
[alexwice's solution](#)

**1792.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths  
[alexwice's solution](#)

**1793.**

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[alexwice's solution](#)

**1794.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**1795.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[alexwice's solution](#)

**1796.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-26 · last AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, strings

[alexwice's solution](#)

**1797.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, hashing

[alexwice's solution](#)

**1798.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[alexwice's solution](#)

**1799.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[alexwice's solution](#)

**1800.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[alexwice's solution](#)

**1801.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[alexwice's solution](#)

**1802.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · PyPy 2 (first AC) · Tags: dp, greedy, implementation

[alexwice's solution](#)

**1803.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · PyPy 2 (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[alexwice's solution](#)

**1804.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · PyPy 2 (first AC) · Tags: dp, probabilities, shortest paths  
[alexwice's solution](#)

**1805.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-14 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation  
[alexwice's solution](#)

**1806.**

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[alexwice's solution](#)

**1807.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[alexwice's solution](#)

**1808.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math  
[alexwice's solution](#)

**1809.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-13 · last AC: 2019-08-14 · PyPy 2 (first AC) · Tags: dp, greedy  
[alexwice's solution](#)

**1810.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math  
[alexwice's solution](#)

**1811.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation  
[alexwice's solution](#)

**1812.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search  
[alexwice's solution](#)

**1813.**

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

[alexwice's solution](#)

**1814.**

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

[alexwice's solution](#)

**1815.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[alexwice's solution](#)

**1816.**

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

[alexwice's solution](#)

**1817.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[alexwice's solution](#)

**1818.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[alexwice's solution](#)

**1819.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[alexwice's solution](#)

**1820.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[alexwice's solution](#)

**1821.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[alexwice's solution](#)

**1822.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · last AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[alexwice's solution](#)

**1823.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[alexwice's solution](#)

**1824.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[alexwice's solution](#)

**1825.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[alexwice's solution](#)

**1826.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[alexwice's solution](#)

**1827.**

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[alexwice's solution](#)

**1828.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-14 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[alexwice's solution](#)

**1829.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-23 · last AC: 2017-01-23 · PyPy 2 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[alexwice's solution](#)

**1830.**

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-01-19 · PyPy 2 (first AC) · Tags: brute force, math, number theory

[alexwice's solution](#)

**1831.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[alexwice's solution](#)

**1832.**

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

[alexwice's solution](#)

**1833.**

2174C2

[Beautiful Patterns \(Hard Version\) · Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[alexwice's solution](#)

**1834.**

2156E

[Best Time to Buy and Sell Stock · Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[alexwice's solution](#)

**1835.**

2029F

[Palindrome Everywhere · Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[alexwice's solution](#)

**1836.**

2022E1

[Billetes MX \(Easy Version\) · Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[alexwice's solution](#)

**1837.**

1922F

[Replace on Segment · Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[alexwice's solution](#)

**1838.**

1854C

[Expected Destruction · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[alexwice's solution](#)

**1839.**

1835B

[Lottery · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[alexwice's solution](#)

**1840.**

1823E

[Removing Graph · Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: brute force, dp, games, graphs, math

[alexwice's solution](#)

**1841.**

1375E

[Inversion SwapSort · Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, sortings

[alexwice's solution](#)

**1842.**

1312F

[Attack on Red Kingdom · Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · PyPy 2 (first AC) · Tags: games, two pointers

[alexwice's solution](#)

**1843.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · PyPy 2 (first AC) · Tags: math, number theory, probabilities

[alexwice's solution](#)

**1844.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[alexwice's solution](#)

**1845.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[alexwice's solution](#)

**1846.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[alexwice's solution](#)

**1847.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[alexwice's solution](#)

**1848.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[alexwice's solution](#)

**1849.**

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

[alexwice's solution](#)

**1850.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[alexwice's solution](#)

**1851.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[alexwice's solution](#)

**1852.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · PyPy 2 (first AC) · Tags: constructive algorithms, games, interactive, math

[alexwice's solution](#)

**1853.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[alexwice's solution](#)

**1854.**

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, interactive

[alexwice's solution](#)

**1855.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[alexwice's solution](#)

**1856.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[alexwice's solution](#)

**1857.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[alexwice's solution](#)

**1858.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[alexwice's solution](#)

**1859.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · last AC: 2020-04-13 · PyPy 2 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[alexwice's solution](#)

**1860.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[alexwice's solution](#)

**1861.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[alexwice's solution](#)

**1862.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[alexwice's solution](#)

**1863.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[alexwice's solution](#)

**1864.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[alexwice's solution](#)

**1865.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-28 · last AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, hashing, math, number theory

[alexwice's solution](#)

**1866.**

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[alexwice's solution](#)

**1867.**

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-24 · last AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[alexwice's solution](#)

**1868.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[alexwice's solution](#)

**1869.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[alexwice's solution](#)

**1870.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[alexwice's solution](#)

**1871.**

106250B

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1872.**

106250A

[67](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1873.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[alexwice's solution](#)

**1874.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[alexwice's solution](#)

**1875.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math

[alexwice's solution](#)

**1876.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive

[alexwice's solution](#)

**1877.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, games, interactive

[alexwice's solution](#)

**1878.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, geometry

[alexwice's solution](#)

**1879.**

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, expression parsing, number theory

[alexwice's solution](#)

**1880.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[alexwice's solution](#)

**1881.**

105756A

[Least Penalty](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1882.**

105556I

[hEvo](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1883.**

105556A

[~Tutorial](#)

Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1884.**

105575G

[The Greatest War](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1885.**

105575K

[RT%AMN O h!R0Q\)€3Z](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1886.**

105575J

[b Uoel!VPe†N2](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[alexwice's solution](#)

**1887.**

105575H

[YiYi Loves Beautiful Number String](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[alexwice's solution](#)

**1888.**

105575I

[.Äæà! ÿ RMz g T](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1889.**

105575F

[Qhçys! Z v,,pæ`|](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1890.**

105575E

[%0ctëöô](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1891.**

105575D

[Permutation with MAX Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1892.**

105575C

[s-!ZtoTtH](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1893.**

105575B

[A Typical Codeforces Round](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1894.**

105575A

[~!\\$upô!K](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1895.**

105553H

[The Fo Sho](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1896.**

105553D

[Fresh Avocado](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1897.**

105553E

[Crossroads](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1898.**

105553B

[Baja Shrimp](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1899.**

105418H

[AI Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1900.**

105418G

[Odd Non Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1901.**

105418F

[Oddly Even Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1902.**

105418E

[Magical Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1903.**

105418C

[Reduce or Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1904.**

105418D

[Harsh and profits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1905.**

105418B

[Spidey and the Palindrome Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1906.**

105418A

[Phoenix Against the Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[alexwice's solution](#)

**1907.**

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1908.**

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1909.**

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1910.**

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1911.**

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1912.**

105390C2

[Yet Another Nim Game \(Counting version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1913.**

105390C1

[Yet Another Nim Game \(Constructive version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1914.**

105390B

[Simple Update - II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1915.**

105390A

[Simple Update - I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1916.**

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

[alexwice's solution](#)

**1917.**

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[alexwice's solution](#)

**1918.**

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[alexwice's solution](#)

**1919.**

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[alexwice's solution](#)

**1920.**

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[alexwice's solution](#)

**1921.**

2012D

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

Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[alexwice's solution](#)

**1922.**

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, brute force, greedy, math

[alexwice's solution](#)

**1923.**

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, strings

[alexwice's solution](#)

**1924.**

2012A

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

Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, sortings

[alexwice's solution](#)

**1925.**

105348B

[And Xor Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1926.**

105348A

[Try and Cry](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1927.**

105345J

[Phantom Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[alexwice's solution](#)

**1928.**

105345H

[Speedway Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1929.**

105345F

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1930.**

105345E

[Candy Eating](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1931.**

105345D

[Nightmare on 24th](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1932.**

105345C

[Spooky Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1933.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: \*special, brute force, schedules

[alexwice's solution](#)

**1934.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: \*special, strings

[alexwice's solution](#)

**1935.**

104755C

[Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1936.**

104755B

[Checkmate](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1937.**

104755A

[Poster](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1938.**

104743C

[Prefix MEX Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1939.**

104743A

[Make All Elements 0](#) · Tutorial

Rating: — · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1940.**

104443C

[Morco-Feely Palindromes](#) · Tutorial

Rating: — · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1941.**

104443H

[Random Generator](#) · Tutorial

Rating: — · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1942.**

104443G

[Qpert pq yep](#) · Tutorial

Rating: — · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1943.**

104443B

[Smaller than 100](#) · Tutorial

Rating: — · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1944.**

104443A

[TheForces](#) · Tutorial

Rating: — · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1945.**

104432C

[Odd Subbarray](#) · Tutorial

Rating: — · first AC: 2023-06-17 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1946.**

104432B

[Letters Game](#) · Tutorial

Rating: — · first AC: 2023-06-17 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1947.**

104432A

[Easy Peasy](#) · Tutorial

Rating: — · first AC: 2023-06-17 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1948.**

104420C

[Get the Long Binary Number](#) · Tutorial

Rating: — · first AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1949.**

104420B

[Mex Path](#) · Tutorial

Rating: — · first AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1950.**

104420A

[Infinite Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1951.**

104408C

[Binary Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · last AC: 2023-06-05 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1952.**

104408B

[Gaz Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · last AC: 2023-06-05 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1953.**

104408A

[Cool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · last AC: 2023-06-05 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1954.**

104408D

[Attack Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexwice's solution](#)

**1955.**

104386E

[Gridy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexwice's solution](#)

**1956.**

104386F

[CLC Loves SQRT Technology \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · last AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1957.**

104386D

[Comic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1958.**

104386C

[Prefix Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1959.**

104386B

[Random Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1960.**

104386A

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

Rating: — · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

### 1961.

104329B

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

Rating: — · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

### 1962.

104329A

[A Matchsticks Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

### 1963.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, implementation

[alexwice's solution](#)

### 1964.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, number theory

[alexwice's solution](#)

### 1965.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[alexwice's solution](#)

### 1966.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, expression parsing, strings

[alexwice's solution](#)

### 1967.

104246K

[Knight, Read The Problem Statement Carefully](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

### 1968.

104246L

[Let Find The Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

### 1969.

104246J

[Just a Magic Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

### 1970.

104246I

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

Rating: — · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

### 1971.

104246H

[How Far have You been?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1972.**

104246G

[Grid Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexwice's solution](#)

**1973.**

104246F

[Find Rewards from RAPL](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexwice's solution](#)

**1974.**

104246D

[Distribute the Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexwice's solution](#)

**1975.**

104246C

[Cave & Tommy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexwice's solution](#)

**1976.**

104246B

[Bugaboo from Sonadighir Mor](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexwice's solution](#)

**1977.**

104246A

[AI vs Programmers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1978.**

104146D

[Digital Style!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1979.**

104146C

[Codemas Carols](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1980.**

104146B

[Braid](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1981.**

104146A

[ABCs of Men and Women](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: —

[alexwice's solution](#)

**1982.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexwice's solution](#)

**1983.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexwice's solution](#)

**1984.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexwice's solution](#)

**1985.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexwice's solution](#)

**1986.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexwice's solution](#)

**1987.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1988.**

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[alexwice's solution](#)

**1989.**

102279A

[Amsopoly Simple Version](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1990.**

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1991.**

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1992.**

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1993.**

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1994.**

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1995.**

102191C

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

Rating: — · first AC: 2019-05-01 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1996.**

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1997.**

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · PyPy 2 (first AC) · Tags: —

[alexwice's solution](#)

**1998.**

100662D

[Ominous Omino](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-14 · Python 2 (first AC) · Tags: —

[alexwice's solution](#)

**1999.**

100662C

[Dijkstra](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-14 · Python 2 (first AC) · Tags: —

[alexwice's solution](#)

**2000.**

100662B

[Infinite House of Pancakes](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-14 · Python 2 (first AC) · Tags: —

[alexwice's solution](#)

**2001.**

100662A

[Standing Ovation](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-14 · Python 2 (first AC) · Tags: —

[alexwice's solution](#)