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Unique solved — amano_hina

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

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

Filters: none

Count: 3,277

1.

2192A

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

Quality: 17,913 global accepts · Rating: 800 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[amano_hina's solution](#)

2.

2195A

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

Quality: 35,456 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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3.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

4.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,709 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[amano_hina's solution](#)

5.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,091 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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6.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,782 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

7.

2184A

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Quality: 38,087 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[amano_hina's solution](#)

8.

2183A

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

Quality: 23,671 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[amano_hina's solution](#)

9.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[amano_hina's solution](#)

10.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,337 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[amano_hina's solution](#)

11.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

12.

2179B

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

Quality: 28,340 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[amano_hina's solution](#)

13.

2179A

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

Quality: 34,422 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[amano_hina's solution](#)

14.

2176A

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

Quality: 29,076 global accepts · Rating: 800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

15.

2171A

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

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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16.

2163A

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

Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[amano_hina's solution](#)

17.

2161A

[Round Trip](#) · [Tutorial](#)

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

[amano_hina's solution](#)

18.

2167C

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

Quality: 36,064 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[amano_hina's solution](#)

19.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,468 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[amano_hina's solution](#)

20.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,827 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[amano_hina's solution](#)

- 21.**
2156A
[Pizza Time](#) · [Tutorial](#)
Quality: 26,873 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[amano_hina's solution](#)
- 22.**
2154A
[Notelock](#) · [Tutorial](#)
Quality: 23,169 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[amano_hina's solution](#)
- 23.**
2162A
[Beautiful Average](#) · [Tutorial](#)
Quality: 41,593 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[amano_hina's solution](#)
- 24.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)
- 25.**
2146A
[Equal Occurrences](#) · [Tutorial](#)
Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[amano_hina's solution](#)
- 26.**
2144A
[Cut the Array](#) · [Tutorial](#)
Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[amano_hina's solution](#)
- 27.**
2148B
[Lasers](#) · [Tutorial](#)
Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[amano_hina's solution](#)
- 28.**
2148A
[Sublime Sequence](#) · [Tutorial](#)
Quality: 47,423 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math
[amano_hina's solution](#)
- 29.**
2140A
[Shift Sort](#) · [Tutorial](#)
Quality: 22,262 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[amano_hina's solution](#)
- 30.**
2137A
[Collatz Conjecture](#) · [Tutorial](#)
Quality: 35,313 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)
- 31.**
2131B
[Alternating Series](#) · [Tutorial](#)
Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[amano_hina's solution](#)

32.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[amano_hina's solution](#)

33.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[amano_hina's solution](#)

34.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[amano_hina's solution](#)

35.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[amano_hina's solution](#)

36.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,285 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings

[amano_hina's solution](#)

37.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,317 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[amano_hina's solution](#)

38.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[amano_hina's solution](#)

39.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,544 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[amano_hina's solution](#)

40.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,706 global accepts · Rating: 800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[amano_hina's solution](#)

41.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,025 global accepts · Rating: 800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

42.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[amano_hina's solution](#)

43.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,318 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[amano_hina's solution](#)

44.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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

[amano_hina's solution](#)

45.

2072A

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

Quality: 40,660 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

46.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[amano_hina's solution](#)

47.

2065B

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

Quality: 42,075 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[amano_hina's solution](#)

48.

2065A

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

Quality: 55,633 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[amano_hina's solution](#)

49.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,271 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

50.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,979 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

51.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,215 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[amano_hina's solution](#)

52.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[amano_hina's solution](#)

53.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[amano_hina's solution](#)

54.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,099 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[amano_hina's solution](#)

55.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[amano_hina's solution](#)

56.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,262 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[amano_hina's solution](#)

57.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

58.

2031A

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

Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[amano_hina's solution](#)

59.

2037B

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

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[amano_hina's solution](#)

60.

2037A

[Twice](#) · [Tutorial](#)

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[amano_hina's solution](#)

61.

2038J

[Waiting for...](#) · [Tutorial](#)

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

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62.

2038N

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

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63.

2036B

[Startup](#) · [Tutorial](#)

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- 64.**
2036A
[Quintomania](#) · [Tutorial](#)
Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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- 65.**
2027A
[Rectangle Arrangement](#) · [Tutorial](#)
Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[amano_hina's solution](#)
- 66.**
2021A
[Meaning Mean](#) · [Tutorial](#)
Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[amano_hina's solution](#)
- 67.**
2019A
[Max Plus Size](#) · [Tutorial](#)
Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[amano_hina's solution](#)
- 68.**
2020A
[Find Minimum Operations](#) · [Tutorial](#)
Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[amano_hina's solution](#)
- 69.**
2009B
[osu!mania](#) · [Tutorial](#)
Quality: 53,226 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[amano_hina's solution](#)
- 70.**
2001B
[Generate Permutation](#) · [Tutorial](#)
Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)
- 71.**
2001A
[Make All Equal](#) · [Tutorial](#)
Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)
- 72.**
2004A
[Closest Point](#) · [Tutorial](#)
Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[amano_hina's solution](#)
- 73.**
1993A
[Question Marks](#) · [Tutorial](#)
Quality: 33,170 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)
- 74.**
2000B
[Seating in a Bus](#) · [Tutorial](#)
Quality: 40,614 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[amano_hina's solution](#)

75.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,107 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

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76.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[amano_hina's solution](#)

77.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,941 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

78.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,643 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

79.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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80.

1985B

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

Quality: 56,771 global accepts · Rating: 800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[amano_hina's solution](#)

81.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

82.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[amano_hina's solution](#)

83.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[amano_hina's solution](#)

84.

1941A

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

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

[amano_hina's solution](#)

85.

1935A

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

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

[amano_hina's solution](#)

86.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

87.

1933B

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

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

[amano_hina's solution](#)

88.

1933A

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

Quality: 42,108 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[amano_hina's solution](#)

89.

1929B

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

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

[amano_hina's solution](#)

90.

1929A

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

Quality: 34,943 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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91.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,366 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

92.

1931A

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

Quality: 39,963 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[amano_hina's solution](#)

93.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

94.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amano_hina's solution](#)

95.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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96.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[amano_hina's solution](#)

97.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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

[amano_hina's solution](#)

98.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

[amano_hina's solution](#)

99.

1916A

[2023](#) · [Tutorial](#)

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

[amano_hina's solution](#)

100.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[amano_hina's solution](#)

101.

1915B

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

Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[amano_hina's solution](#)

102.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,799 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[amano_hina's solution](#)

103.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

104.

1909A

[Distinct Buttons](#) · [Tutorial](#)

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

[amano_hina's solution](#)

105.

1914B

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

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

[amano_hina's solution](#)

106.

1914A

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

Quality: 35,154 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

107.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

108.

1905A

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

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

[amano_hina's solution](#)

109.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

110.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,643 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[amano_hina's solution](#)

111.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,106 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[amano_hina's solution](#)

112.

1899A

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

Quality: 92,760 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[amano_hina's solution](#)

113.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[amano_hina's solution](#)

114.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

115.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[amano_hina's solution](#)

116.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[amano_hina's solution](#)

117.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

118.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[amano_hina's solution](#)

119.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: math
[amano_hina's solution](#)

120.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[amano_hina's solution](#)

121.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[amano_hina's solution](#)

122.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers
[amano_hina's solution](#)

123.

1789A

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

Quality: 32,975 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[amano_hina's solution](#)

124.

1881A

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

Quality: 59,326 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[amano_hina's solution](#)

125.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,324 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math
[amano_hina's solution](#)

126.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

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

127.

1878A

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

Quality: 78,675 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[amano_hina's solution](#)

128.

1882A

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

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

129.

1879A

[Rigged!](#) · [Tutorial](#)

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

[amano_hina's solution](#)

130.

1873D

[1D Eraser](#) · [Tutorial](#)

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

[amano_hina's solution](#)

131.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,000 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

132.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,694 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[amano_hina's solution](#)

133.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,398 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

134.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

[amano_hina's solution](#)

135.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[amano_hina's solution](#)

136.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,178 global accepts · Rating: 800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[amano_hina's solution](#)

137.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

138.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

139.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amano_hina's solution](#)

140.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,996 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

141.

1862A

[Gift Carpet](#) · [Tutorial](#)

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

142.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[amano_hina's solution](#)

143.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: math
[amano_hina's solution](#)

144.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,348 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[amano_hina's solution](#)

145.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,413 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[amano_hina's solution](#)

146.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[amano_hina's solution](#)

147.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[amano_hina's solution](#)

148.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,828 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
[amano_hina's solution](#)

149.

1549A

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

Quality: 35,565 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[amano_hina's solution](#)

150.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,925 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[amano_hina's solution](#)

151.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

152.

1644B

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

Quality: 21,321 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[amano_hina's solution](#)

153.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

154.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

155.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

156.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

157.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,698 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

158.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,035 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

159.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[amano_hina's solution](#)

160.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

161.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[amano_hina's solution](#)

162.

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

163.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,114 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

164.

1851B

[Parity Sort](#) · [Tutorial](#)

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

[amano_hina's solution](#)

165.

1851A

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

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

[amano_hina's solution](#)

166.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,064 global accepts · Rating: 800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[amano_hina's solution](#)

167.

1850C

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

Quality: 53,544 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

168.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,208 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[amano_hina's solution](#)

169.

1850B

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

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

[amano_hina's solution](#)

170.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[amano_hina's solution](#)

171.

1846B

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

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

[amano_hina's solution](#)

172.

1846A

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

Quality: 34,782 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

173.

1847A

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

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

[amano_hina's solution](#)

174.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[amano_hina's solution](#)

175.

1845A

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

Quality: 47,355 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[amano_hina's solution](#)

176.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[amano_hina's solution](#)

177.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[amano_hina's solution](#)

178.

1831A

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

Quality: 46,304 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

179.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,657 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

180.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

181.

1843C

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

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

[amano_hina's solution](#)

182.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[amano_hina's solution](#)

183.

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[amano_hina's solution](#)

184.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

185.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,053 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers
[amano_hina's solution](#)

186.

1841A

[Game with Board](#) · [Tutorial](#)

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

187.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[amano_hina's solution](#)

188.

1837A

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

Quality: 54,843 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

189.

1833C

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

Quality: 27,894 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[amano_hina's solution](#)

190.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[amano_hina's solution](#)

191.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: strings
[amano_hina's solution](#)

192.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,466 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[amano_hina's solution](#)

193.

1807C

[Find and Replace](#) · [Tutorial](#)

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

194.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,351 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

195.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,720 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

196.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · last AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

197.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

198.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[amano_hina's solution](#)

199.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

200.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

201.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

202.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

203.

1791C

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

Quality: 74,173 global accepts · Rating: 800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[amano_hina's solution](#)

204.

1791B

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

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[amano_hina's solution](#)

205.

1791A

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

Quality: 80,617 global accepts · Rating: 800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

206.

1786A2

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

Quality: 12,219 global accepts · Rating: 800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

207.

1786A1

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

Quality: 14,820 global accepts · Rating: 800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

208.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,996 global accepts · Rating: 800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

209.

1790A

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

Quality: 41,050 global accepts · Rating: 800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[amano_hina's solution](#)

210.

1783A

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

Quality: 48,725 global accepts · Rating: 800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[amano_hina's solution](#)

211.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[amano_hina's solution](#)

212.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

213.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

214.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[amano_hina's solution](#)

215.

1760B

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

Quality: 53,342 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[amano_hina's solution](#)

216.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[amano_hina's solution](#)

217.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,610 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[amano_hina's solution](#)

218.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

219.

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: math
[amano_hina's solution](#)

220.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[amano_hina's solution](#)

221.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

222.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

223.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[amano_hina's solution](#)

224.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

225.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[amano_hina's solution](#)

226.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[amano_hina's solution](#)

227.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

228.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,822 global accepts · Rating: 800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[amano_hina's solution](#)

229.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

230.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

[amano_hina's solution](#)

231.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

232.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[amano_hina's solution](#)

233.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

234.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

235.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

236.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[amano_hina's solution](#)

237.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[amano_hina's solution](#)

238.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

239.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[amano_hina's solution](#)

240.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

241.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[amano_hina's solution](#)

242.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[amano_hina's solution](#)

243.

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

[amano_hina's solution](#)

244.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[amano_hina's solution](#)

245.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

246.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[amano_hina's solution](#)

247.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[amano_hina's solution](#)

248.

1611B

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

Quality: 31,915 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[amano_hina's solution](#)

249.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

250.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[amano_hina's solution](#)

251.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

252.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

253.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

254.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,950 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

255.

443A

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

Quality: 112,065 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

256.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

257.

486A

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

Quality: 154,151 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

258.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

259.

1180A

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

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260.

1415A

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Quality: 15,869 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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261.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

262.

440A

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[amano_hina's solution](#)

263.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

264.

1519A

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Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

265.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[amano_hina's solution](#)

266.

1551B1

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

Quality: 31,325 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[amano_hina's solution](#)

267.

1551A

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

Quality: 58,357 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[amano_hina's solution](#)

268.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[amano_hina's solution](#)

269.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

270.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

271.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

272.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

273.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

274.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[amano_hina's solution](#)

275.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[amano_hina's solution](#)

276.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

277.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,635 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

278.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

279.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[amano_hina's solution](#)

280.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

281.

1520A

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

Quality: 58,460 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

282.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,632 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[amano_hina's solution](#)

283.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

284.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

285.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

286.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

287.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[amano_hina's solution](#)

288.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[amano_hina's solution](#)

289.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[amano_hina's solution](#)

290.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

291.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

292.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[amano_hina's solution](#)

293.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[amano_hina's solution](#)

294.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

295.

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

296.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[amano_hina's solution](#)

297.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,156 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

298.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

299.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,904 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[amano_hina's solution](#)

300.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

301.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[amano_hina's solution](#)

302.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[amano_hina's solution](#)

303.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

304.

1487A

[Arena](#) · [Tutorial](#)

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

[amano_hina's solution](#)

305.

1478A

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

Quality: 28,013 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[amano_hina's solution](#)

306.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

307.

1473A

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

Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[amano_hina's solution](#)

308.

1480A

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

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[amano_hina's solution](#)

309.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

310.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,846 global accepts · Rating: 800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[amano_hina's solution](#)

311.

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

312.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

313.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[amano_hina's solution](#)

314.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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

[amano_hina's solution](#)

315.

71A

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

Quality: 503,284 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[amano_hina's solution](#)

316.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,020 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

317.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

318.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,202 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

319.

110A

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

Quality: 199,509 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

320.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

321.

581A

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

Quality: 84,960 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

322.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

323.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

324.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

325.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,686 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

326.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,456 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

327.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

328.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,733 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

329.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

330.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[amano_hina's solution](#)

331.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,014 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[amano_hina's solution](#)

332.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[amano_hina's solution](#)

333.

1462A

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

Quality: 48,965 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[amano_hina's solution](#)

334.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

335.

1450A

[Avoid Trygub](#) · [Tutorial](#)

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

[amano_hina's solution](#)

336.

1453A

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

Quality: 24,265 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

337.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[amano_hina's solution](#)

338.

378A

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

Quality: 25,935 global accepts · Rating: 800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[amano_hina's solution](#)

339.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

340.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

341.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

342.

1457A

[Prison Break](#) · [Tutorial](#)

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

[amano_hina's solution](#)

343.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[amano_hina's solution](#)

344.

630A

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

Quality: 93,515 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[amano_hina's solution](#)

345.

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

346.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

347.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

348.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

349.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

350.

676A

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

Quality: 14,700 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

351.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,616 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

352.

678A

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

Quality: 15,169 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

353.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

354.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,417 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

355.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

356.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

357.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[amano_hina's solution](#)

358.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,098 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

359.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

360.

1454A

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

Quality: 44,060 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities
[amano_hina's solution](#)

361.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

362.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

363.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[amano_hina's solution](#)

364.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

365.

723A

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

Quality: 100,718 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[amano_hina's solution](#)

366.

731A

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

Quality: 53,210 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[amano_hina's solution](#)

367.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,144 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

368.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[amano_hina's solution](#)

369.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[amano_hina's solution](#)

370.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

371.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

372.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

373.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[amano_hina's solution](#)

374.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[amano_hina's solution](#)

375.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, sortings

[amano_hina's solution](#)

376.

780A

[Andryusha and Socks](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

377.

785A

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

Quality: 110,959 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

378.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[amano_hina's solution](#)

379.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[amano_hina's solution](#)

380.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[amano_hina's solution](#)

381.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[amano_hina's solution](#)

382.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[amano_hina's solution](#)

383.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

384.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[amano_hina's solution](#)

385.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

386.

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[amano_hina's solution](#)

387.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[amano_hina's solution](#)

388.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[amano_hina's solution](#)

389.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,754 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation
[amano_hina's solution](#)

390.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[amano_hina's solution](#)

391.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[amano_hina's solution](#)

392.

758A

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

Quality: 75,307 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[amano_hina's solution](#)

393.

1443A

[Kids Seating](#) · [Tutorial](#)

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

394.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

395.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

396.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[amano_hina's solution](#)

397.

1445A

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

Quality: 20,362 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[amano_hina's solution](#)

398.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

399.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[amano_hina's solution](#)

400.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[amano_hina's solution](#)

401.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

402.

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[amano_hina's solution](#)

403.

938A

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764A

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416.

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417.

908A

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959A

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422.

976A

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423.

965A

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900A

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425.

747A

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426.

855A

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427.

964A

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428.

859A

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429.

918A

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912A

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977A

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432.

988A

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433.

994A

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434.

992A

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435.

996A

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436.

1003A

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984A

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1017A

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447.

1047A

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448.

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451.

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452.

1085A

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453.

1091A

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1092B

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456.

854A

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457.

837A

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458.

1096A

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459.

1104A

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460.

1106A

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461.

1131A

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1118A

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463.

1130A

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464.

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465.

760A

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1146A

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467.

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468.

520A

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469.

609A

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470.

681A

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471.

749A

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734A

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473.

711A

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474.

703A

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475.

791A

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476.

716A

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477.

770A

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478.

1005A

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481.

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482.

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483.

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484.

9A

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1150A

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486.

1152A

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487.

1154A

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488.

1159A

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489.

1162A

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490.

1437A

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491.

1167A

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492.

1173A

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493.

1176A

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494.

1185A

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495.

1186A

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496.

1189A

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497.

1191A

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498.

1194A

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499.

1196A

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500.

1200A

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501.

1206A

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502.

1207A

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503.

1209A

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504.

1216A

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505.

1220A

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506.

1223A

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[amano_hina's solution](#)

507.

1228A

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508.

1230A

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510.

1236A

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511.

1243A

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1269A

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1285A

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526.

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1307A

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1311A

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531.

1315A

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1323A

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534.

1325A

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535.

1325B

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536.

1328A

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537.

1335A

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538.

1337A

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1345A

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542.

1351A

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543.

1352A

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544.

1353A

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546.

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555.

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556.

1426A

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557.

1433A

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558.

1433B

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559.

1183A

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1436A

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561.

987A

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562.

978B

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978A

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564.

1421A

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565.

1428A

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566.

1430B

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568.

1058A

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569.

1409A

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570.

1060A

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571.

1392B

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572.

1392A

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573.

1391B

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574.

1391A

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576.

1393A

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577.

1399B

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578.

1399A

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1075A

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580.

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581.

1148A

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582.

1114A

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1388A

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585.

1382A

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586.

1072A

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587.

1255A

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588.

1385B

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1385A

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590.

1054A

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591.

1136A

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592.

1064A

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593.

1065A

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594.

1372A

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595.

1178A

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596.

1371A

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597.

1088A

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598.

1374A

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599.

1093A

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1312A

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601.

1095A

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602.

1369A

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603.

1102A

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604.

1370A

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605.

1368A

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606.

1367B

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607.

1367A

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608.

1108A

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609.

1144A

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610.

1038A

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Quality: 15,646 global accepts · Rating: 800 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

611.

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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612.

1303A

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Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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613.

1294A

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Quality: 53,435 global accepts · Rating: 800 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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614.

1097A

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

Quality: 43,811 global accepts · Rating: 800 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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615.

1099A

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Quality: 13,348 global accepts · Rating: 800 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

616.

4A

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Quality: 687,893 global accepts · Rating: 800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[amano_hina's solution](#)

617.

1358A

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Quality: 43,189 global accepts · Rating: 800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

618.

2195B

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Quality: 24,860 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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619.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,988 global accepts · Rating: 900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[amano_hina's solution](#)

620.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[amano_hina's solution](#)

621.

2171B

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Quality: 27,101 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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622.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

623.

2140B

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Quality: 22,136 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

624.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,472 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

625.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[amano_hina's solution](#)

626.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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627.

2085A

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Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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628.

2072B

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Quality: 30,936 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[amano_hina's solution](#)

629.

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

630.

2060C

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

Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[amano_hina's solution](#)

631.

2042B

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Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[amano_hina's solution](#)

632.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[amano_hina's solution](#)

633.

2031B

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

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[amano_hina's solution](#)

634.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[amano_hina's solution](#)

635.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

636.

1941C

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

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

[amano_hina's solution](#)

637.

1927B

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

Quality: 38,135 global accepts · Rating: 900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[amano_hina's solution](#)

638.

1918B

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Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[amano_hina's solution](#)

639.

1915D

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

Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[amano_hina's solution](#)

640.

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
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641.

1883B

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Quality: 59,687 global accepts · Rating: 900 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: strings
[amano_hina's solution](#)

642.

104636A

[Oath of the Night's Watch](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

643.

1881B

[Three Threadlets](#) · [Tutorial](#)

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[amano_hina's solution](#)

644.

1875A

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Quality: 47,010 global accepts · Rating: 900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[amano_hina's solution](#)

645.

1878C

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

Quality: 57,655 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math
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646.

1879B

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Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

647.

1872B

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Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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648.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[amano_hina's solution](#)

649.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[amano_hina's solution](#)

650.

1856B

[Good Arrays](#) · [Tutorial](#)

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[amano_hina's solution](#)

651.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

652.

1855B

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Quality: 44,932 global accepts · Rating: 900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[amano_hina's solution](#)

653.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,816 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[amano_hina's solution](#)

654.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[amano_hina's solution](#)

655.

1845B

[Come Together](#) · [Tutorial](#)

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

[amano_hina's solution](#)

656.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,308 global accepts · Rating: 900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

657.

1837B

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

Quality: 50,102 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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658.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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659.

1806B

[Mex Master](#) · [Tutorial](#)

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[amano_hina's solution](#)

660.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,766 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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661.

1468N

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

662.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[amano_hina's solution](#)

663.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[amano_hina's solution](#)

664.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,957 global accepts · Rating: 900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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665.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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666.

1714A

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Quality: 32,897 global accepts · Rating: 900 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[amano_hina's solution](#)

667.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,170 global accepts · Rating: 900 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[amano_hina's solution](#)

668.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[amano_hina's solution](#)

669.

1617B

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Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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670.

1609A

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671.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math
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672.

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

673.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[amano_hina's solution](#)

674.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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675.

1011A

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Quality: 13,265 global accepts · Rating: 900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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676.

1110A

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Quality: 16,027 global accepts · Rating: 900 · first AC: 2020-11-01 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math
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677.

1543B

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Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
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678.

1543A

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Quality: 40,956 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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679.

1496A

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Quality: 22,244 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
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680.

1535B

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Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[amano_hina's solution](#)

681.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
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682.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,254 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[amano_hina's solution](#)

683.

1475A

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Quality: 86,824 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

684.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[amano_hina's solution](#)

685.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[amano_hina's solution](#)

686.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[amano_hina's solution](#)

687.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,332 global accepts · Rating: 900 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

688.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

689.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

690.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

691.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,511 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[amano_hina's solution](#)

692.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

693.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

694.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[amano_hina's solution](#)

695.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

696.

1238A

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

Quality: 28,061 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

697.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[amano_hina's solution](#)

698.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

699.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[amano_hina's solution](#)

700.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

701.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[amano_hina's solution](#)

702.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

703.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[amano_hina's solution](#)

704.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

705.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

706.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

707.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

708.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

709.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[amano_hina's solution](#)

710.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

711.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

712.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

713.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,430 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

714.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[amano_hina's solution](#)

715.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,381 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

716.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[amano_hina's solution](#)

717.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,537 global accepts · Rating: 900 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[amano_hina's solution](#)

718.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[amano_hina's solution](#)

719.

1138A

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Quality: 22,074 global accepts · Rating: 900 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[amano_hina's solution](#)

720.

1401A

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Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

721.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,985 global accepts · Rating: 900 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

722.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[amano_hina's solution](#)

723.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

724.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

725.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

726.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

727.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[amano_hina's solution](#)

728.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[amano_hina's solution](#)

729.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[amano_hina's solution](#)

730.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

731.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[amano_hina's solution](#)

732.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,812 global accepts · Rating: 900 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

733.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

734.

1374B

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

Quality: 71,590 global accepts · Rating: 900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

735.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[amano_hina's solution](#)

736.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

737.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

738.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,682 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[amano_hina's solution](#)

739.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

740.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[amano_hina's solution](#)

741.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

742.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,912 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[amano_hina's solution](#)

743.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,906 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[amano_hina's solution](#)

744.

2167D

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

Quality: 30,208 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[amano_hina's solution](#)

745.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[amano_hina's solution](#)

746.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

747.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[amano_hina's solution](#)

748.

2144B

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

Quality: 18,471 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

749.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,744 global accepts · Rating: 1000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[amano_hina's solution](#)

750.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[amano_hina's solution](#)

751.

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math
[amano_hina's solution](#)

752.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,821 global accepts · Rating: 1000 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[amano_hina's solution](#)

753.

2093C

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

Quality: 30,846 global accepts · Rating: 1000 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[amano_hina's solution](#)

754.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

755.

2060B

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

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[amano_hina's solution](#)

756.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[amano_hina's solution](#)

757.

2037C

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

Quality: 25,531 global accepts · Rating: 1000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[amano_hina's solution](#)

758.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[amano_hina's solution](#)

759.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[amano_hina's solution](#)

760.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[amano_hina's solution](#)

761.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[amano_hina's solution](#)

762.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,748 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[amano_hina's solution](#)

763.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,107 global accepts · Rating: 1000 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[amano_hina's solution](#)

764.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[amano_hina's solution](#)

765.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[amano_hina's solution](#)

766.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[amano_hina's solution](#)

767.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[amano_hina's solution](#)

768.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

769.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[amano_hina's solution](#)

770.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[amano_hina's solution](#)

771.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,182 global accepts · Rating: 1000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[amano_hina's solution](#)

772.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

773.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[amano_hina's solution](#)

774.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[amano_hina's solution](#)

775.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[amano_hina's solution](#)

776.

1859B

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

Quality: 43,905 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[amano_hina's solution](#)

777.

1632B

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

Quality: 31,538 global accepts · Rating: 1000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[amano_hina's solution](#)

778.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[amano_hina's solution](#)

779.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,377 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[amano_hina's solution](#)

780.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

781.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

782.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[amano_hina's solution](#)

783.

1816B

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

Quality: 16,690 global accepts · Rating: 1000 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

784.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,056 global accepts · Rating: 1000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

785.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

786.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,576 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[amano_hina's solution](#)

787.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

788.

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

789.

1786C

[Monsters \(easy version\) · Tutorial](#)

Rating: 1000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

790.

1791D

[Distinct Split · Tutorial](#)

Quality: 49,271 global accepts · Rating: 1000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[amano_hina's solution](#)

791.

1790C

[Premutation · Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[amano_hina's solution](#)

792.

1770B

[Koxia and Permutation · Tutorial](#)

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

793.

1770A

[Koxia and Whiteboards · Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[amano_hina's solution](#)

794.

1760D

[Challenging Valleys · Tutorial](#)

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[amano_hina's solution](#)

795.

1761B

[Elimination of a Ring · Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[amano_hina's solution](#)

796.

1744C

[Traffic Light · Tutorial](#)

Quality: 44,100 global accepts · Rating: 1000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[amano_hina's solution](#)

797.

1721B

[Deadly Laser · Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

798.

1715B

[Beautiful Array · Tutorial](#)

Quality: 33,610 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[amano_hina's solution](#)

799.

1713B

[Optimal Reduction · Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[amano_hina's solution](#)

800.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[amano_hina's solution](#)

801.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

802.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

803.

1614B

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

Quality: 29,032 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[amano_hina's solution](#)

804.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

805.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

806.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

807.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

808.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

809.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[amano_hina's solution](#)

810.

1506C

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

Quality: 35,636 global accepts · Rating: 1000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[amano_hina's solution](#)

811.

1520C

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

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

812.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[amano_hina's solution](#)

813.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[amano_hina's solution](#)

814.

1247B1

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

Rating: 1000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

815.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

816.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

817.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[amano_hina's solution](#)

818.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[amano_hina's solution](#)

819.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

820.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

821.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1000 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

822.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[amano_hina's solution](#)

823.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[amano_hina's solution](#)

824.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 accepts · Rating: 1000 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

825.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 1000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[amano_hina's solution](#)

826.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,073 global accepts · Rating: 1000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[amano_hina's solution](#)

827.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[amano_hina's solution](#)

828.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[amano_hina's solution](#)

829.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

830.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[amano_hina's solution](#)

831.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[amano_hina's solution](#)

832.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

833.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[amano_hina's solution](#)

834.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[amano_hina's solution](#)

835.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[amano_hina's solution](#)

836.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

837.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

838.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[amano_hina's solution](#)

839.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

840.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,824 global accepts · Rating: 1000 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[amano_hina's solution](#)

841.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[amano_hina's solution](#)

842.

1419D1

[Sage's Birthday \(easy version\) · Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[amano_hina's solution](#)

843.

1418A

[Buying Torches · Tutorial](#)

Quality: 33,851 global accepts · Rating: 1000 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

844.

1395A

[Boboniu Likes to Color Balls · Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[amano_hina's solution](#)

845.

1077B

[Disturbed People · Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

846.

1174A

[Ehab Fails to Be Thanos · Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[amano_hina's solution](#)

847.

1388B

[Captain Flint and a Long Voyage · Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: greedy, math

[amano_hina's solution](#)

848.

1051B

[Relatively Prime Pairs · Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[amano_hina's solution](#)

849.

1054B

[Appending Mex · Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

850.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

851.

1073B

[Vasya and Books · Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

852.

1073A

[Diverse Substring · Tutorial](#)

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

853.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,934 global accepts · Rating: 1000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

854.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,472 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

855.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[amano_hina's solution](#)

856.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

857.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

858.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

859.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[amano_hina's solution](#)

860.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,084 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

861.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

862.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[amano_hina's solution](#)

863.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[amano_hina's solution](#)

864.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,234 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

865.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[amano_hina's solution](#)

866.

2195C

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

Quality: 20,536 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[amano_hina's solution](#)

867.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
[amano_hina's solution](#)

868.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[amano_hina's solution](#)

869.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,858 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
[amano_hina's solution](#)

870.

2183B

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

Quality: 16,177 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

871.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings
[amano_hina's solution](#)

872.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[amano_hina's solution](#)

873.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,325 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[amano_hina's solution](#)

874.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,923 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

875.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

876.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

877.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[amano_hina's solution](#)

878.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[amano_hina's solution](#)

879.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,620 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

880.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,863 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[amano_hina's solution](#)

881.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[amano_hina's solution](#)

882.

2074C

[XOR and Triangle](#) · [Tutorial](#)

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

[amano_hina's solution](#)

883.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[amano_hina's solution](#)

884.

2065C1

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

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

885.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[amano_hina's solution](#)

886.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[amano_hina's solution](#)

887.

2060D

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

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[amano_hina's solution](#)

888.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[amano_hina's solution](#)

889.

2027B

[Stalin Sort](#) · [Tutorial](#)

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

890.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[amano_hina's solution](#)

891.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

892.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,675 global accepts · Rating: 1100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[amano_hina's solution](#)

893.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[amano_hina's solution](#)

894.

1933C

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

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

[amano_hina's solution](#)

895.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[amano_hina's solution](#)

896.

1917B

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

Quality: 36,358 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[amano_hina's solution](#)

897.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,538 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

898.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[amano_hina's solution](#)

899.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,868 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[amano_hina's solution](#)

900.

1899B

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

Quality: 33,362 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[amano_hina's solution](#)

901.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,410 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[amano_hina's solution](#)

902.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,334 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[amano_hina's solution](#)

903.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[amano_hina's solution](#)

904.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,461 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[amano_hina's solution](#)

905.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[amano_hina's solution](#)

906.

1872C

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

Quality: 26,385 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

907.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

908.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[amano_hina's solution](#)

909.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[amano_hina's solution](#)

910.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

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2072C

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Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[amano_hina's solution](#)

1010.

2069B

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Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
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1011.

2065D

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Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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1012.

2062C

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

Quality: 18,390 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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1013.

2053B

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Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
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1014.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
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1015.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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1016.

2020B

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Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[amano_hina's solution](#)

1017.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[amano_hina's solution](#)

1018.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
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1019.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
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1020.

1941D

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

[amano_hina's solution](#)

1021.

1935B

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Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

1022.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[amano_hina's solution](#)

1023.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[amano_hina's solution](#)

1024.

1909B

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

Quality: 30,969 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[amano_hina's solution](#)

1025.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[amano_hina's solution](#)

1026.

1907C

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

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[amano_hina's solution](#)

1027.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[amano_hina's solution](#)

1028.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

1029.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[amano_hina's solution](#)

1030.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy,

implementation

[amano_hina's solution](#)

1031.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[amano_hina's solution](#)

1032.

1872D

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

Quality: 38,832 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[amano_hina's solution](#)

1033.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[amano_hina's solution](#)

1034.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[amano_hina's solution](#)

1035.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

1036.

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

1037.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[amano_hina's solution](#)

1038.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[amano_hina's solution](#)

1039.

1848B

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

Quality: 24,409 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[amano_hina's solution](#)

1040.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[amano_hina's solution](#)

1041.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[amano_hina's solution](#)

1042.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1043.

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[amano_hina's solution](#)

1044.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[amano_hina's solution](#)

1045.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

1046.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,104 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[amano_hina's solution](#)

1047.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[amano_hina's solution](#)

1048.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[amano_hina's solution](#)

1049.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

1050.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[amano_hina's solution](#)

1051.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,794 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[amano_hina's solution](#)

1052.

1679B

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

Quality: 27,435 global accepts · Rating: 1200 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[amano_hina's solution](#)

1053.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[amano_hina's solution](#)

1054.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

1055.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[amano_hina's solution](#)

1056.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[amano_hina's solution](#)

1057.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[amano_hina's solution](#)

1058.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[amano_hina's solution](#)

1059.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[amano_hina's solution](#)

1060.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[amano_hina's solution](#)

1061.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[amano_hina's solution](#)

1062.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

1063.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,359 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[amano_hina's solution](#)

1064.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,465 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[amano_hina's solution](#)

1065.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,939 global accepts · Rating: 1200 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[amano_hina's solution](#)

1066.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[amano_hina's solution](#)

1067.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,692 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[amano_hina's solution](#)

1068.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[amano_hina's solution](#)

1069.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[amano_hina's solution](#)

1070.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[amano_hina's solution](#)

1071.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[amano_hina's solution](#)

1072.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

1073.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

1074.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[amano_hina's solution](#)

1075.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[amano_hina's solution](#)

1076.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings
[amano_hina's solution](#)

1077.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[amano_hina's solution](#)

1078.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[amano_hina's solution](#)

1079.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[amano_hina's solution](#)

1080.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

1081.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[amano_hina's solution](#)

1082.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[amano_hina's solution](#)

1083.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[amano_hina's solution](#)

1084.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

1085.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[amano_hina's solution](#)

1086.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[amano_hina's solution](#)

1087.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[amano_hina's solution](#)

1088.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[amano_hina's solution](#)

1089.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[amano_hina's solution](#)

1090.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[amano_hina's solution](#)

1091.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[amano_hina's solution](#)

1092.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,814 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[amano_hina's solution](#)

1093.

1433D

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

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[amano_hina's solution](#)

1094.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

1095.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[amano_hina's solution](#)

1096.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[amano_hina's solution](#)

1097.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[amano_hina's solution](#)

1098.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

1099.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[amano_hina's solution](#)

1100.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[amano_hina's solution](#)

1101.

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[amano_hina's solution](#)

1102.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[amano_hina's solution](#)

1103.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

1104.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1105.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[amano_hina's solution](#)

1106.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[amano_hina's solution](#)

1107.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1108.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math

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1109.

1354B

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Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

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1110.

1371B

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Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

1111.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

1112.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[amano_hina's solution](#)

1113.

1102C

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Quality: 14,168 global accepts · Rating: 1200 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: games

[amano_hina's solution](#)

1114.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,411 global accepts · Rating: 1200 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[amano_hina's solution](#)

1115.

1362B

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Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[amano_hina's solution](#)

1116.

999C

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Quality: 20,989 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[amano_hina's solution](#)

1117.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

1118.

1029B

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Quality: 18,465 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[amano_hina's solution](#)

1119.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[amano_hina's solution](#)

1120.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[amano_hina's solution](#)

1121.

1097B

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

Quality: 35,959 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[amano_hina's solution](#)

1122.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[amano_hina's solution](#)

1123.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[amano_hina's solution](#)

1124.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[amano_hina's solution](#)

1125.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

1126.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[amano_hina's solution](#)

1127.

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

1128.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[amano_hina's solution](#)

1129.

2189C1

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

Quality: 13,901 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[amano_hina's solution](#)

1130.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,514 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[amano_hina's solution](#)

1131.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

1132.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[amano_hina's solution](#)

1133.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[amano_hina's solution](#)

1134.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[amano_hina's solution](#)

1135.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

1136.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

1137.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

1138.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[amano_hina's solution](#)

1139.

2086C

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

Quality: 16,127 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[amano_hina's solution](#)

1140.

2091E

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

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[amano_hina's solution](#)

1141.

2073L

[Boarding Queue](#) · [Tutorial](#)

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

[amano_hina's solution](#)

1142.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[amano_hina's solution](#)

1143.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[amano_hina's solution](#)

1144.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[amano_hina's solution](#)

1145.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

1146.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,747 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[amano_hina's solution](#)

1147.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,990 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
[amano_hina's solution](#)

1148.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

1149.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[amano_hina's solution](#)

1150.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[amano_hina's solution](#)

1151.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,630 global accepts · Rating: 1300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[amano_hina's solution](#)

1152.

1927D

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

Quality: 33,181 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[amano_hina's solution](#)

1153.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,530 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[amano_hina's solution](#)

1154.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[amano_hina's solution](#)

1155.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[amano_hina's solution](#)

1156.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[amano_hina's solution](#)

1157.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math,

strings

[amano_hina's solution](#)

1158.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[amano_hina's solution](#)

1159.

1881D

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

Quality: 28,435 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1160.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[amano_hina's solution](#)

1161.

1879C

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

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[amano_hina's solution](#)

1162.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[amano_hina's solution](#)

1163.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[amano_hina's solution](#)

1164.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[amano_hina's solution](#)

1165.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

1166.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[amano_hina's solution](#)

1167.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[amano_hina's solution](#)

1168.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[amano_hina's solution](#)

1169.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[amano_hina's solution](#)

1170.

1820C

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

Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

1171.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[amano_hina's solution](#)

1172.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[amano_hina's solution](#)

1173.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

1174.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,589 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[amano_hina's solution](#)

1175.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[amano_hina's solution](#)

1176.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,209 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[amano_hina's solution](#)

1177.

1816C

[Ivan and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[amano_hina's solution](#)

1178.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

1179.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive
[amano_hina's solution](#)

1180.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[amano_hina's solution](#)

1181.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[amano_hina's solution](#)

1182.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[amano_hina's solution](#)

1183.

1668C

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

Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[amano_hina's solution](#)

1184.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[amano_hina's solution](#)

1185.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,809 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[amano_hina's solution](#)

1186.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[amano_hina's solution](#)

1187.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[amano_hina's solution](#)

1188.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[amano_hina's solution](#)

1189.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[amano_hina's solution](#)

1190.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[amano_hina's solution](#)

1191.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[amano_hina's solution](#)

1192.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[amano_hina's solution](#)

1193.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,391 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[amano_hina's solution](#)

1194.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[amano_hina's solution](#)

1195.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

1196.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[amano_hina's solution](#)

1197.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

1198.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[amano_hina's solution](#)

1199.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[amano_hina's solution](#)

1200.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

1201.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[amano_hina's solution](#)

1202.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[amano_hina's solution](#)

1203.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[amano_hina's solution](#)

1204.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1205.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

1206.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[amano_hina's solution](#)

1207.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[amano_hina's solution](#)

1208.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[amano_hina's solution](#)

1209.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

1210.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

1211.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[amano_hina's solution](#)

1212.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[amano_hina's solution](#)

1213.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

1214.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 1300 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[amano_hina's solution](#)

1215.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,005 global accepts · Rating: 1300 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1216.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

1217.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[amano_hina's solution](#)

1218.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[amano_hina's solution](#)

1219.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[amano_hina's solution](#)

1220.

1425H

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

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

1221.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[amano_hina's solution](#)

1222.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

1223.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

1224.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[amano_hina's solution](#)

1225.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[amano_hina's solution](#)

1226.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[amano_hina's solution](#)

1227.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

1228.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[amano_hina's solution](#)

1229.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

1230.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[amano_hina's solution](#)

1231.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[amano_hina's solution](#)

1232.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[amano_hina's solution](#)

1233.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[amano_hina's solution](#)

1234.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[amano_hina's solution](#)

1235.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[amano_hina's solution](#)

1236.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

1237.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[amano_hina's solution](#)

1238.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,958 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[amano_hina's solution](#)

1239.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[amano_hina's solution](#)

1240.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[amano_hina's solution](#)

1241.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[amano_hina's solution](#)

1242.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 1300 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[amano_hina's solution](#)

1243.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[amano_hina's solution](#)

1244.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[amano_hina's solution](#)

1245.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,277 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[amano_hina's solution](#)

1246.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,153 global accepts · Rating: 1300 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[amano_hina's solution](#)

1247.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[amano_hina's solution](#)

1248.

2190B1

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

Quality: 10,676 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[amano_hina's solution](#)

1249.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[amano_hina's solution](#)

1250.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,844 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[amano_hina's solution](#)

1251.

2156C

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

Quality: 12,286 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[amano_hina's solution](#)

1252.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[amano_hina's solution](#)

1253.

2162D

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

Quality: 12,363 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[amano_hina's solution](#)

1254.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[amano_hina's solution](#)

1255.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

1256.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[amano_hina's solution](#)

1257.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,122 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[amano_hina's solution](#)

1258.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[amano_hina's solution](#)

1259.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[amano_hina's solution](#)

1260.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,065 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[amano_hina's solution](#)

1261.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[amano_hina's solution](#)

1262.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[amano_hina's solution](#)

1263.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[amano_hina's solution](#)

1264.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[amano_hina's solution](#)

1265.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[amano_hina's solution](#)

1266.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[amano_hina's solution](#)

1267.

2020C

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

Quality: 18,298 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[amano_hina's solution](#)

1268.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[amano_hina's solution](#)

1269.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

1270.

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[amano_hina's solution](#)

1271.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[amano_hina's solution](#)

1272.

1927E

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

Quality: 17,056 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[amano_hina's solution](#)

1273.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,665 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[amano_hina's solution](#)

1274.

1919C

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

Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[amano_hina's solution](#)

1275.

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

[amano_hina's solution](#)

1276.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[amano_hina's solution](#)

1277.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[amano_hina's solution](#)

1278.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[amano_hina's solution](#)

1279.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[amano_hina's solution](#)

1280.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

1281.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amano_hina's solution](#)

1282.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[amano_hina's solution](#)

1283.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[amano_hina's solution](#)

1284.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[amano_hina's solution](#)

1285.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

1286.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[amano_hina's solution](#)

1287.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,966 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[amano_hina's solution](#)

1288.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

1289.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[amano_hina's solution](#)

1290.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[amano_hina's solution](#)

1291.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[amano_hina's solution](#)

1292.

1855C1

[Dual \(Easy Version\) · Tutorial](#)

Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

1293.

1844D

[Row Major · Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[amano_hina's solution](#)

1294.

1847C

[Vampiric Powers, anyone? · Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[amano_hina's solution](#)

1295.

1845C

[Strong Password · Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[amano_hina's solution](#)

1296.

1838C

[No Prime Differences · Tutorial](#)

Quality: 17,321 global accepts · Rating: 1400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

1297.

1840D

[Wooden Toy Festival · Tutorial](#)

Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[amano_hina's solution](#)

1298.

1837D

[Bracket Coloring · Tutorial](#)

Quality: 21,973 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

1299.

1833D

[Flipper · Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[amano_hina's solution](#)

1300.

1468C

[Berpizza · Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[amano_hina's solution](#)

1301.

1773E

[Easy Assembly · Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

1302.

1764C

[Doremy's City Construction · Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[amano_hina's solution](#)

1303.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[amano_hina's solution](#)

1304.

1748B

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

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[amano_hina's solution](#)

1305.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[amano_hina's solution](#)

1306.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[amano_hina's solution](#)

1307.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[amano_hina's solution](#)

1308.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[amano_hina's solution](#)

1309.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,302 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[amano_hina's solution](#)

1310.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,983 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[amano_hina's solution](#)

1311.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[amano_hina's solution](#)

1312.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,595 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

1313.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,665 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[amano_hina's solution](#)

1314.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 1400 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[amano_hina's solution](#)

1315.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[amano_hina's solution](#)

1316.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[amano_hina's solution](#)

1317.

1506D

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

Quality: 25,537 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[amano_hina's solution](#)

1318.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

1319.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[amano_hina's solution](#)

1320.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[amano_hina's solution](#)

1321.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[amano_hina's solution](#)

1322.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[amano_hina's solution](#)

1323.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[amano_hina's solution](#)

1324.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[amano_hina's solution](#)

1325.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[amano_hina's solution](#)

1326.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

1327.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[amano_hina's solution](#)

1328.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

1329.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

1330.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[amano_hina's solution](#)

1331.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[amano_hina's solution](#)

1332.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[amano_hina's solution](#)

1333.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[amano_hina's solution](#)

1334.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[amano_hina's solution](#)

1335.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[amano_hina's solution](#)

1336.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[amano_hina's solution](#)

1337.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

1338.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[amano_hina's solution](#)

1339.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[amano_hina's solution](#)

1340.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[amano_hina's solution](#)

1341.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[amano_hina's solution](#)

1342.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[amano_hina's solution](#)

1343.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,464 global accepts · Rating: 1400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[amano_hina's solution](#)

1344.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[amano_hina's solution](#)

1345.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[amano_hina's solution](#)

1346.

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[amano_hina's solution](#)

1347.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[amano_hina's solution](#)

1348.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

1349.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

1350.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[amano_hina's solution](#)

1351.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

1352.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,709 global accepts · Rating: 1400 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[amano_hina's solution](#)

1353.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[amano_hina's solution](#)

1354.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[amano_hina's solution](#)

1355.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[amano_hina's solution](#)

1356.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[amano_hina's solution](#)

1357.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[amano_hina's solution](#)

1358.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[amano_hina's solution](#)

1359.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[amano_hina's solution](#)

1360.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

1361.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: implementation

[amano_hina's solution](#)

1362.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[amano_hina's solution](#)

1363.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[amano_hina's solution](#)

1364.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,094 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[amano_hina's solution](#)

1365.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[amano_hina's solution](#)

1366.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[amano_hina's solution](#)

1367.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[amano_hina's solution](#)

1368.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

1369.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[amano_hina's solution](#)

1370.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[amano_hina's solution](#)

1371.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

1372.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[amano_hina's solution](#)

1373.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,126 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[amano_hina's solution](#)

1374.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

1375.

2195E

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

Quality: 8,554 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[amano_hina's solution](#)

1376.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[amano_hina's solution](#)

1377.

2183D1

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

Quality: 8,856 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

[amano_hina's solution](#)

1378.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[amano_hina's solution](#)

1379.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[amano_hina's solution](#)

1380.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[amano_hina's solution](#)

1381.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[amano_hina's solution](#)

1382.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[amano_hina's solution](#)

1383.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[amano_hina's solution](#)

1384.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[amano_hina's solution](#)

1385.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[amano_hina's solution](#)

1386.

2060E

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

Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[amano_hina's solution](#)

1387.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[amano_hina's solution](#)

1388.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[amano_hina's solution](#)

1389.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[amano_hina's solution](#)

1390.

1999G1

[Ruler \(easy version\)](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[amano_hina's solution](#)

1391.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[amano_hina's solution](#)

1392.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[amano_hina's solution](#)

1393.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[amano_hina's solution](#)

1394.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[amano_hina's solution](#)

1395.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

1396.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,358 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[amano_hina's solution](#)

1397.

1789C

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1398.

1881E

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Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1399.

1882C

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1400.

1873G

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1401.

1872E

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1402.

1858B

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1403.

1857E

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1404.

1631C

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Rating: 1500 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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1405.

1818C

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Rating: 1500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

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1406.

1851E

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1407.

1850G

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1408.

1842C

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1409.

1776L

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1410.

1795C

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1411.

1739C

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1412.

1791F

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1413.

1760F

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1414.

1744E1

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1415.

1710A

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1416.

1621B

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1417.

1614C

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1418.

1611D

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1419.

746D

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1420.

1552B

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1421.

1110C

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1422.

1551C

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1423.

1553D

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1424.

1536C

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1425.

1545A

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1426.

1547E

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1427.

1490F

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1428.

1542B

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1429.

1506E

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1430.

1516B

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1431.

1538F

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Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[amano_hina's solution](#)

1432.

1487C

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1433.

1487D

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1434.

1466D

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1435.

1462E1

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1436.

1256D

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1437.

1461C

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1438.

1243C

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1439.

1253C

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1440.

1139C

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Quality: 16,659 global accepts · Rating: 1500 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

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1441.

1269B

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Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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1442.

1440C1

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1443.

1283C

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1444.

1287B

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1445.

1296D

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1446.

1296C

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Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1447.

1301B

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1448.

1307C

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1449.

1304C

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1450.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
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1451.

1323B

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1452.

1325C

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1453.

1326D1

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1454.

1332C

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1455.

1339C

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Rating: 1500 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
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1456.

1444A

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1457.

1352F

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1458.

1352E

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1459.

1278B

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1460.

1397B

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1461.

1408C

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1462.

1341C

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1463.

1300C

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1464.

1400C

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1465.

1404A

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1466.

1409D

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1467.

1436C

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1468.

1426D

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1469.

1416A

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1470.

1419D2

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Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

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1471.

1419C

[Killjoy](#) · [Tutorial](#)

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1472.

1418C

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1473.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

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1474.

1062B

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Quality: 9,892 global accepts · Rating: 1500 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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1475.

1399D

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Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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1476.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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1477.

1114B

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1478.

1066B

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Quality: 9,380 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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1479.

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

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1480.

1051C

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

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[amano_hina's solution](#)

1481.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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1482.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[amano_hina's solution](#)

1483.

1385D

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Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

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1484.

1054C

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1485.

1136C

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Quality: 8,028 global accepts · Rating: 1500 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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1486.

1372C

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Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1487.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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1488.

1141C

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Quality: 12,290 global accepts · Rating: 1500 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math
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1489.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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1490.

1368B

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Quality: 21,431 global accepts · Rating: 1500 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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1491.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1492.

998C

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Rating: 1500 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

1493.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[amano_hina's solution](#)

1494.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: games
[amano_hina's solution](#)

1495.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,500 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[amano_hina's solution](#)

1496.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,950 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[amano_hina's solution](#)

1497.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[amano_hina's solution](#)

1498.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[amano_hina's solution](#)

1499.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[amano_hina's solution](#)

1500.

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[amano_hina's solution](#)

1501.

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[amano_hina's solution](#)

1502.

1165E

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Quality: 10,018 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[amano_hina's solution](#)

1503.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1504.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation, strings

[amano_hina's solution](#)

1505.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

1506.

2085C

[Serval and The Formula](#) · [Tutorial](#)

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dp, greedy

[amano_hina's solution](#)

1507.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[amano_hina's solution](#)

1508.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[amano_hina's solution](#)

1509.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[amano_hina's solution](#)

1510.

2061D

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[amano_hina's solution](#)

1511.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[amano_hina's solution](#)

1512.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

1513.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,982 global accepts · Rating: 1600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[amano_hina's solution](#)

1514.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[amano_hina's solution](#)

1515.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[amano_hina's solution](#)

1516.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[amano_hina's solution](#)

1517.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

1518.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[amano_hina's solution](#)

1519.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

1520.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,921 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[amano_hina's solution](#)

1521.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
[amano_hina's solution](#)

1522.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[amano_hina's solution](#)

1523.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp
[amano_hina's solution](#)

1524.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[amano_hina's solution](#)

1525.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[amano_hina's solution](#)

1526.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[amano_hina's solution](#)

1527.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[amano_hina's solution](#)

1528.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[amano_hina's solution](#)

1529.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[amano_hina's solution](#)

1530.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,131 global accepts · Rating: 1600 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[amano_hina's solution](#)

1531.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[amano_hina's solution](#)

1532.

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

[amano_hina's solution](#)

1533.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[amano_hina's solution](#)

1534.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[amano_hina's solution](#)

1535.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

1536.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[amano_hina's solution](#)

1537.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[amano_hina's solution](#)

1538.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[amano_hina's solution](#)

1539.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[amano_hina's solution](#)

1540.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,324 global accepts · Rating: 1600 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[amano_hina's solution](#)

1541.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[amano_hina's solution](#)

1542.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[amano_hina's solution](#)

1543.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[amano_hina's solution](#)

1544.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · last AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

1545.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[amano_hina's solution](#)

1546.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[amano_hina's solution](#)

1547.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[amano_hina's solution](#)

1548.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1549.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[amano_hina's solution](#)

1550.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[amano_hina's solution](#)

1551.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[amano_hina's solution](#)

1552.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

1553.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[amano_hina's solution](#)

1554.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[amano_hina's solution](#)

1555.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[amano_hina's solution](#)

1556.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[amano_hina's solution](#)

1557.

1243B2

[Character Swap \(Hard Version\) · Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[amano_hina's solution](#)

1558.

1455D

[Sequence and Swaps · Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[amano_hina's solution](#)

1559.

1452D

[Radio Towers · Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[amano_hina's solution](#)

1560.

1284C

[New Year and Permutation · Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[amano_hina's solution](#)

1561.

1288C

[Two Arrays · Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[amano_hina's solution](#)

1562.

1295C

[Obtain The String · Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[amano_hina's solution](#)

1563.

1291C

[Mind Control · Tutorial](#)

Rating: 1600 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[amano_hina's solution](#)

1564.

1303C

[Perfect Keyboard · Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[amano_hina's solution](#)

1565.

1321C

[Remove Adjacent · Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[amano_hina's solution](#)

1566.

1305C

[Kuroni and Impossible Calculation · Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[amano_hina's solution](#)

1567.

1327C

[Game with Chips · Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

1568.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1569.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[amano_hina's solution](#)

1570.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1571.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[amano_hina's solution](#)

1572.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[amano_hina's solution](#)

1573.

1352G

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

Quality: 24,802 global accepts · Rating: 1600 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

1574.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[amano_hina's solution](#)

1575.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[amano_hina's solution](#)

1576.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[amano_hina's solution](#)

1577.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[amano_hina's solution](#)

1578.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,613 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[amano_hina's solution](#)

1579.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[amano_hina's solution](#)

1580.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[amano_hina's solution](#)

1581.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[amano_hina's solution](#)

1582.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers

[amano_hina's solution](#)

1583.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

1584.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[amano_hina's solution](#)

1585.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[amano_hina's solution](#)

1586.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[amano_hina's solution](#)

1587.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[amano_hina's solution](#)

1588.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

1589.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[amano_hina's solution](#)

1590.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[amano_hina's solution](#)

1591.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[amano_hina's solution](#)

1592.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[amano_hina's solution](#)

1593.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-27 · last AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[amano_hina's solution](#)

1594.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 1700 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[amano_hina's solution](#)

1595.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amano_hina's solution](#)

1596.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[amano_hina's solution](#)

1597.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[amano_hina's solution](#)

1598.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[amano_hina's solution](#)

1599.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[amano_hina's solution](#)

1600.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,081 global accepts · Rating: 1700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

1601.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[amano_hina's solution](#)

1602.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[amano_hina's solution](#)

1603.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[amano_hina's solution](#)

1604.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,447 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[amano_hina's solution](#)

1605.

2065G

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

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[amano_hina's solution](#)

1606.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[amano_hina's solution](#)

1607.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,324 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[amano_hina's solution](#)

1608.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, math, schedules, sortings

[amano_hina's solution](#)

1609.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[amano_hina's solution](#)

1610.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[amano_hina's solution](#)

1611.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[amano_hina's solution](#)

1612.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[amano_hina's solution](#)

1613.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[amano_hina's solution](#)

1614.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[amano_hina's solution](#)

1615.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[amano_hina's solution](#)

1616.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[amano_hina's solution](#)

1617.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[amano_hina's solution](#)

1618.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

1619.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[amano_hina's solution](#)

1620.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[amano_hina's solution](#)

1621.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[amano_hina's solution](#)

1622.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,493 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[amano_hina's solution](#)

1623.

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

[amano_hina's solution](#)

1624.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[amano_hina's solution](#)

1625.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[amano_hina's solution](#)

1626.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[amano_hina's solution](#)

1627.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[amano_hina's solution](#)

1628.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities
[amano_hina's solution](#)

1629.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[amano_hina's solution](#)

1630.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[amano_hina's solution](#)

1631.

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

[amano_hina's solution](#)

1632.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,140 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[amano_hina's solution](#)

1633.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[amano_hina's solution](#)

1634.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[amano_hina's solution](#)

1635.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, number theory

[amano_hina's solution](#)

1636.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[amano_hina's solution](#)

1637.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[amano_hina's solution](#)

1638.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder

theorem, math, number theory

[amano_hina's solution](#)

1639.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[amano_hina's solution](#)

1640.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[amano_hina's solution](#)

1641.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[amano_hina's solution](#)

1642.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[amano_hina's solution](#)

1643.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[amano_hina's solution](#)

1644.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[amano_hina's solution](#)

1645.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

1646.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[amano_hina's solution](#)

1647.

1551D1

[Domino \(easy version\)](#) · [Tutorial](#)

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

1648.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[amano_hina's solution](#)

1649.

1543D1

[RPD and Rap Sheet \(Easy Version\) · Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[amano_hina's solution](#)

1650.

1528B

[Kavi on Pairing Duty · Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[amano_hina's solution](#)

1651.

1516C

[Baby Ehab Partitions Again · Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[amano_hina's solution](#)

1652.

1537D

[Deleting Divisors · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[amano_hina's solution](#)

1653.

1538D

[Another Problem About Dividing Numbers · Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

1654.

1503B

[3-Coloring · Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[amano_hina's solution](#)

1655.

1485C

[Floor and Mod · Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[amano_hina's solution](#)

1656.

1413D

[Shurikens · Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[amano_hina's solution](#)

1657.

1462E2

[Close Tuples \(hard version\) · Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[amano_hina's solution](#)

1658.

1256C

[Platforms Jumping · Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

1659.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[amano_hina's solution](#)

1660.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[amano_hina's solution](#)

1661.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[amano_hina's solution](#)

1662.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[amano_hina's solution](#)

1663.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[amano_hina's solution](#)

1664.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[amano_hina's solution](#)

1665.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amano_hina's solution](#)

1666.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[amano_hina's solution](#)

1667.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[amano_hina's solution](#)

1668.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-04 · last AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[amano_hina's solution](#)

1669.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[amano_hina's solution](#)

1670.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[amano_hina's solution](#)

1671.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[amano_hina's solution](#)

1672.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[amano_hina's solution](#)

1673.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[amano_hina's solution](#)

1674.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[amano_hina's solution](#)

1675.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[amano_hina's solution](#)

1676.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,312 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[amano_hina's solution](#)

1677.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[amano_hina's solution](#)

1678.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[amano_hina's solution](#)

1679.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[amano_hina's solution](#)

1680.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[amano_hina's solution](#)

1681.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[amano_hina's solution](#)

1682.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[amano_hina's solution](#)

1683.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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1684.

1384C

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Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

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1685.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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1686.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[amano_hina's solution](#)

1687.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1688.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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1689.

1312D

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Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[amano_hina's solution](#)

1690.

1102E

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Quality: 6,921 global accepts · Rating: 1700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings
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1691.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[amano_hina's solution](#)

1692.

1027D

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Quality: 8,366 global accepts · Rating: 1700 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[amano_hina's solution](#)

1693.

1365D

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Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[amano_hina's solution](#)

1694.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[amano_hina's solution](#)

1695.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[amano_hina's solution](#)

1696.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

1697.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[amano_hina's solution](#)

1698.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[amano_hina's solution](#)

1699.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,210 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[amano_hina's solution](#)

1700.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[amano_hina's solution](#)

1701.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[amano_hina's solution](#)

1702.

2179E

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

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[amano_hina's solution](#)

1703.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[amano_hina's solution](#)

1704.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[amano_hina's solution](#)

1705.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[amano_hina's solution](#)

1706.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[amano_hina's solution](#)

1707.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[amano_hina's solution](#)

1708.

2069D

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

Quality: 7,049 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[amano_hina's solution](#)

1709.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[amano_hina's solution](#)

1710.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[amano_hina's solution](#)

1711.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[amano_hina's solution](#)

1712.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[amano_hina's solution](#)

1713.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[amano_hina's solution](#)

1714.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[amano_hina's solution](#)

1715.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[amano_hina's solution](#)

1716.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[amano_hina's solution](#)

1717.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[amano_hina's solution](#)

1718.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[amano_hina's solution](#)

1719.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[amano_hina's solution](#)

1720.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[amano_hina's solution](#)

1721.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[amano_hina's solution](#)

1722.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[amano_hina's solution](#)

1723.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[amano_hina's solution](#)

1724.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[amano_hina's solution](#)

1725.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,425 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[amano_hina's solution](#)

1726.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[amano_hina's solution](#)

1727.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[amano_hina's solution](#)

1728.

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

[amano_hina's solution](#)

1729.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[amano_hina's solution](#)

1730.

1846E2

[Rudolf and Snowflakes \(hard version\) · Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[amano_hina's solution](#)

1731.

1845D

[Rating System · Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[amano_hina's solution](#)

1732.

1843F1

[Omsk Metro \(simple version\) · Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[amano_hina's solution](#)

1733.

1841C

[Ranom Numbers · Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[amano_hina's solution](#)

1734.

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

[amano_hina's solution](#)

1735.

1468J

[Road Reform · Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[amano_hina's solution](#)

1736.

1793D

[Moscow Gorillas · Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[amano_hina's solution](#)

1737.

1759F

[All Possible Digits · Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[amano_hina's solution](#)

1738.

1719D1

[Burenka and Traditions \(easy version\) · Tutorial](#)

Rating: 1800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

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1739.

1713D

[Tournament Countdown · Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[amano_hina's solution](#)

1740.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[amano_hina's solution](#)

1741.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[amano_hina's solution](#)

1742.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[amano_hina's solution](#)

1743.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[amano_hina's solution](#)

1744.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[amano_hina's solution](#)

1745.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[amano_hina's solution](#)

1746.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[amano_hina's solution](#)

1747.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[amano_hina's solution](#)

1748.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[amano_hina's solution](#)

1749.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[amano_hina's solution](#)

1750.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[amano_hina's solution](#)

1751.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[amano_hina's solution](#)

1752.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[amano_hina's solution](#)

1753.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,443 global accepts · Rating: 1800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[amano_hina's solution](#)

1754.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[amano_hina's solution](#)

1755.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1756.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[amano_hina's solution](#)

1757.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-11-06 · last AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[amano_hina's solution](#)

1758.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[amano_hina's solution](#)

1759.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[amano_hina's solution](#)

1760.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[amano_hina's solution](#)

1761.

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[amano_hina's solution](#)

1762.

1443D

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

Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[amano_hina's solution](#)

1763.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[amano_hina's solution](#)

1764.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

1765.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[amano_hina's solution](#)

1766.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[amano_hina's solution](#)

1767.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[amano_hina's solution](#)

1768.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[amano_hina's solution](#)

1769.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[amano_hina's solution](#)

1770.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[amano_hina's solution](#)

1771.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[amano_hina's solution](#)

1772.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[amano_hina's solution](#)

1773.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[amano_hina's solution](#)

1774.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[amano_hina's solution](#)

1775.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[amano_hina's solution](#)

1776.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[amano_hina's solution](#)

1777.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

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1778.

2184G

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[amano_hina's solution](#)

1779.

2184F

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1780.

2156D

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algorithms, interactive

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1781.

2154D

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1782.

2148G

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1783.

1157D

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1784.

2138B

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[amano_hina's solution](#)

1785.

2137F

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[amano_hina's solution](#)

1786.

2094H

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1787.

2093G

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Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[amano_hina's solution](#)

1788.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

1789.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[amano_hina's solution](#)

1790.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 1900 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[amano_hina's solution](#)

1791.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[amano_hina's solution](#)

1792.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[amano_hina's solution](#)

1793.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[amano_hina's solution](#)

1794.

2038G

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Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[amano_hina's solution](#)

1795.

2036F

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[amano_hina's solution](#)

1796.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[amano_hina's solution](#)

1797.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[amano_hina's solution](#)

1798.

2000F

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Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[amano_hina's solution](#)

1799.

1998C

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1800.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

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1801.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

1802.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
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1803.

1927F

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1804.

1918D

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

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[amano_hina's solution](#)

1805.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math
[amano_hina's solution](#)

1806.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math
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1807.

1912A

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Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[amano_hina's solution](#)

1808.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[amano_hina's solution](#)

1809.

1914F

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Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[amano_hina's solution](#)

1810.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp
[amano_hina's solution](#)

1811.

1899G

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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
[amano_hina's solution](#)

1812.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[amano_hina's solution](#)

1813.

1821D

[Black Cells](#) · [Tutorial](#)

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[amano_hina's solution](#)

1814.

1895D

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1815.

1891D

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[amano_hina's solution](#)

1816.

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

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1817.

1878F

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[amano_hina's solution](#)

1818.

1882D

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Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
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1819.

1820D

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1820.

1818D

[Fish Graph](#) · [Tutorial](#)

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1821.

1855C2

[Dual \(Hard Version\)](#) · [Tutorial](#)

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1822.

1846G

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Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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1823.

1847D

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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

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1824.

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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1825.

1834D

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[amano_hina's solution](#)

1826.

1791G2

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[amano_hina's solution](#)

1827.

1773A

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[amano_hina's solution](#)

1828.

1773K

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[amano_hina's solution](#)

1829.

1747D

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[amano_hina's solution](#)

1830.

1744E2

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[amano_hina's solution](#)

1831.

1719D2

[Burenka and Traditions \(hard version\) · Tutorial](#)

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1832.

1714F

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1833.

1704D

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1834.

1700D

[River Locks · Tutorial](#)

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1835.

1644E

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1836.

1220D

[Alex and Julian · Tutorial](#)

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1837.

818E

[Card Game Again · Tutorial](#)

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1838.

1141F1

[Same Sum Blocks \(Easy\) · Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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1839.

1141F2

[Same Sum Blocks \(Hard\) · Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[amano_hina's solution](#)

1840.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[amano_hina's solution](#)

1841.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[amano_hina's solution](#)

1842.

691E

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Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: matrices

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1843.

566D

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1844.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[amano_hina's solution](#)

1845.

524C

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Quality: 2,193 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[amano_hina's solution](#)

1846.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[amano_hina's solution](#)

1847.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[amano_hina's solution](#)

1848.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[amano_hina's solution](#)

1849.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · last AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[amano_hina's solution](#)

1850.

1509D

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

Rating: 1900 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[amano_hina's solution](#)

1851.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[amano_hina's solution](#)

1852.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[amano_hina's solution](#)

1853.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[amano_hina's solution](#)

1854.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[amano_hina's solution](#)

1855.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[amano_hina's solution](#)

1856.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[amano_hina's solution](#)

1857.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[amano_hina's solution](#)

1858.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1859.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-12-26 · last AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[amano_hina's solution](#)

1860.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[amano_hina's solution](#)

1861.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

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[amano_hina's solution](#)

1862.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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1863.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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1864.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[amano_hina's solution](#)

1865.

1444B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

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1866.

894C

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Quality: 4,628 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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1867.

1421D

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Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

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1868.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2020-06-03 · last AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[amano_hina's solution](#)

1869.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[amano_hina's solution](#)

1870.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[amano_hina's solution](#)

1871.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1872.

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, trees

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1873.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[amano_hina's solution](#)

1874.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[amano_hina's solution](#)

1875.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[amano_hina's solution](#)

1876.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[amano_hina's solution](#)

1877.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[amano_hina's solution](#)

1878.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[amano_hina's solution](#)

1879.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[amano_hina's solution](#)

1880.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[amano_hina's solution](#)

1881.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amano_hina's solution](#)

1882.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[amano_hina's solution](#)

1883.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[amano_hina's solution](#)

1884.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[amano_hina's solution](#)

1885.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

1886.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[amano_hina's solution](#)

1887.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[amano_hina's solution](#)

1888.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[amano_hina's solution](#)

1889.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[amano_hina's solution](#)

1890.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive

algorithms, graphs, interactive, number theory, trees

[amano_hina's solution](#)

1891.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[amano_hina's solution](#)

1892.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[amano_hina's solution](#)

1893.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[amano_hina's solution](#)

1894.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[amano_hina's solution](#)

1895.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

1896.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation

[amano_hina's solution](#)

1897.

1165F1

[Microtransactions \(easy version\)](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[amano_hina's solution](#)

1898.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[amano_hina's solution](#)

1899.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[amano_hina's solution](#)

1900.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[amano_hina's solution](#)

1901.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[amano_hina's solution](#)

1902.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[amano_hina's solution](#)

1903.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[amano_hina's solution](#)

1904.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

1905.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[amano_hina's solution](#)

1906.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[amano_hina's solution](#)

1907.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[amano_hina's solution](#)

1908.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[amano_hina's solution](#)

1909.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[amano_hina's solution](#)

1910.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data

structures, dp, math, number theory

[amano_hina's solution](#)

1911.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[amano_hina's solution](#)

1912.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[amano_hina's solution](#)

1913.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[amano_hina's solution](#)

1914.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[amano_hina's solution](#)

1915.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[amano_hina's solution](#)

1916.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[amano_hina's solution](#)

1917.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[amano_hina's solution](#)

1918.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[amano_hina's solution](#)

1919.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[amano_hina's solution](#)

1920.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[amano_hina's solution](#)

1921.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[amano_hina's solution](#)

1922.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[amano_hina's solution](#)

1923.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[amano_hina's solution](#)

1924.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[amano_hina's solution](#)

1925.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[amano_hina's solution](#)

1926.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[amano_hina's solution](#)

1927.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[amano_hina's solution](#)

1928.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[amano_hina's solution](#)

1929.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[amano_hina's solution](#)

1930.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[amano_hina's solution](#)

1931.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers
[amano_hina's solution](#)

1932.

1719E

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

Rating: 2000 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, number theory
[amano_hina's solution](#)

1933.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[amano_hina's solution](#)

1934.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[amano_hina's solution](#)

1935.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[amano_hina's solution](#)

1936.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[amano_hina's solution](#)

1937.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[amano_hina's solution](#)

1938.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[amano_hina's solution](#)

1939.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[amano_hina's solution](#)

1940.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[amano_hina's solution](#)

1941.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp
[amano_hina's solution](#)

1942.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[amano_hina's solution](#)

1943.

1536D

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

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[amano_hina's solution](#)

1944.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[amano_hina's solution](#)

1945.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[amano_hina's solution](#)

1946.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings
[amano_hina's solution](#)

1947.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[amano_hina's solution](#)

1948.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[amano_hina's solution](#)

1949.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp
[amano_hina's solution](#)

1950.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[amano_hina's solution](#)

1951.

1451E1

[Bitwise Queries \(Easy Version\) · Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[amano_hina's solution](#)

1952.

1438C

[Engineer Artem · Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[amano_hina's solution](#)

1953.

1301D

[Time to Run · Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[amano_hina's solution](#)

1954.

1311D

[Three Integers · Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[amano_hina's solution](#)

1955.

1354C2

[Not So Simple Polygon Embedding · Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[amano_hina's solution](#)

1956.

1366D

[Two Divisors · Tutorial](#)

Quality: 12,347 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

1957.

998D

[Roman Digits · Tutorial](#)

Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy

[amano_hina's solution](#)

1958.

1132F

[Clear the String · Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[amano_hina's solution](#)

1959.

999F

[Cards and Joy · Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[amano_hina's solution](#)

1960.

1359E

[Modular Stability · Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[amano_hina's solution](#)

1961.

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
[amano_hina's solution](#)

1962.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[amano_hina's solution](#)

1963.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[amano_hina's solution](#)

1964.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[amano_hina's solution](#)

1965.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[amano_hina's solution](#)

1966.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[amano_hina's solution](#)

1967.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
[amano_hina's solution](#)

1968.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[amano_hina's solution](#)

1969.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs
[amano_hina's solution](#)

1970.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[amano_hina's solution](#)

1971.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[amano_hina's solution](#)

1972.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[amano_hina's solution](#)

1973.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[amano_hina's solution](#)

1974.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[amano_hina's solution](#)

1975.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[amano_hina's solution](#)

1976.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[amano_hina's solution](#)

1977.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

1978.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[amano_hina's solution](#)

1979.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[amano_hina's solution](#)

1980.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[amano_hina's solution](#)

1981.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[amano_hina's solution](#)

1982.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[amano_hina's solution](#)

1983.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[amano_hina's solution](#)

1984.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[amano_hina's solution](#)

1985.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[amano_hina's solution](#)

1986.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[amano_hina's solution](#)

1987.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[amano_hina's solution](#)

1988.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[amano_hina's solution](#)

1989.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[amano_hina's solution](#)

1990.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[amano_hina's solution](#)

1991.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[amano_hina's solution](#)

1992.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[amano_hina's solution](#)

1993.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[amano_hina's solution](#)

1994.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[amano_hina's solution](#)

1995.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[amano_hina's solution](#)

1996.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[amano_hina's solution](#)

1997.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[amano_hina's solution](#)

1998.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[amano_hina's solution](#)

1999.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[amano_hina's solution](#)

2000.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[amano_hina's solution](#)

2001.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

2002.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[amano_hina's solution](#)

2003.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[amano_hina's solution](#)

2004.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[amano_hina's solution](#)

2005.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[amano_hina's solution](#)

2006.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[amano_hina's solution](#)

2007.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[amano_hina's solution](#)

2008.

1075E

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[amano_hina's solution](#)

2009.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[amano_hina's solution](#)

2010.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[amano_hina's solution](#)

2011.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
[amano_hina's solution](#)

2012.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[amano_hina's solution](#)

2013.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
[amano_hina's solution](#)

2014.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[amano_hina's solution](#)

2015.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
[amano_hina's solution](#)

2016.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[amano_hina's solution](#)

2017.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[amano_hina's solution](#)

2018.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[amano_hina's solution](#)

2019.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[amano_hina's solution](#)

2020.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[amano_hina's solution](#)

2021.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[amano_hina's solution](#)

2022.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[amano_hina's solution](#)

2023.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[amano_hina's solution](#)

2024.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[amano_hina's solution](#)

2025.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[amano_hina's solution](#)

2026.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2027.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[amano_hina's solution](#)

2028.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[amano_hina's solution](#)

2029.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[amano_hina's solution](#)

2030.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[amano_hina's solution](#)

2031.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[amano_hina's solution](#)

2032.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[amano_hina's solution](#)

2033.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[amano_hina's solution](#)

2034.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[amano_hina's solution](#)

2035.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[amano_hina's solution](#)

2036.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

2037.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[amano_hina's solution](#)

2038.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[amano_hina's solution](#)

2039.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[amano_hina's solution](#)

2040.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[amano_hina's solution](#)

2041.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[amano_hina's solution](#)

2042.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[amano_hina's solution](#)

2043.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[amano_hina's solution](#)

2044.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[amano_hina's solution](#)

2045.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[amano_hina's solution](#)

2046.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[amano_hina's solution](#)

2047.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[amano_hina's solution](#)

2048.

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

[amano_hina's solution](#)

2049.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[amano_hina's solution](#)

2050.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[amano_hina's solution](#)

2051.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[amano_hina's solution](#)

2052.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[amano_hina's solution](#)

2053.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[amano_hina's solution](#)

2054.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[amano_hina's solution](#)

2055.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-07-07 · last AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[amano_hina's solution](#)

2056.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[amano_hina's solution](#)

2057.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[amano_hina's solution](#)

2058.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[amano_hina's solution](#)

2059.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

2060.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[amano_hina's solution](#)

2061.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[amano_hina's solution](#)

2062.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[amano_hina's solution](#)

2063.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[amano_hina's solution](#)

2064.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[amano_hina's solution](#)

2065.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
[amano_hina's solution](#)

2066.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[amano_hina's solution](#)

2067.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[amano_hina's solution](#)

2068.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
[amano_hina's solution](#)

2069.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[amano_hina's solution](#)

2070.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[amano_hina's solution](#)

2071.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[amano_hina's solution](#)

2072.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amano_hina's solution](#)

2073.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[amano_hina's solution](#)

2074.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[amano_hina's solution](#)

2075.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[amano_hina's solution](#)

2076.

2195G

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

Quality: 1,047 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[amano_hina's solution](#)

2077.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[amano_hina's solution](#)

2078.

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[amano_hina's solution](#)

2079.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[amano_hina's solution](#)

2080.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[amano_hina's solution](#)

2081.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[amano_hina's solution](#)

2082.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[amano_hina's solution](#)

2083.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[amano_hina's solution](#)

2084.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

2085.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[amano_hina's solution](#)

2086.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[amano_hina's solution](#)

2087.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

2088.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[amano_hina's solution](#)

2089.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[amano_hina's solution](#)

2090.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[amano_hina's solution](#)

2091.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[amano_hina's solution](#)

2092.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[amano_hina's solution](#)

2093.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math
[amano_hina's solution](#)

2094.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[amano_hina's solution](#)

2095.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities
[amano_hina's solution](#)

2096.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[amano_hina's solution](#)

2097.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[amano_hina's solution](#)

2098.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[amano_hina's solution](#)

2099.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings
[amano_hina's solution](#)

2100.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, flows, math, trees

[amano_hina's solution](#)

2101.

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[amano_hina's solution](#)

2102.

1552E

[Colors and Intervals · Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[amano_hina's solution](#)

2103.

1550D

[Excellent Arrays · Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[amano_hina's solution](#)

2104.

1536E

[Omkar and Forest · Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[amano_hina's solution](#)

2105.

1540B

[Tree Array · Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[amano_hina's solution](#)

2106.

1534E

[Lost Array · Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[amano_hina's solution](#)

2107.

1139D

[Steps to One · Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[amano_hina's solution](#)

2108.

1451E2

[Bitwise Queries \(Hard Version\) · Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[amano_hina's solution](#)

2109.

1270E

[Divide Points · Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[amano_hina's solution](#)

2110.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[amano_hina's solution](#)

2111.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[amano_hina's solution](#)

2112.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[amano_hina's solution](#)

2113.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[amano_hina's solution](#)

2114.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[amano_hina's solution](#)

2115.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2116.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[amano_hina's solution](#)

2117.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2118.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

2119.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

2120.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[amano_hina's solution](#)

2121.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[amano_hina's solution](#)

2122.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[amano_hina's solution](#)

2123.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[amano_hina's solution](#)

2124.

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

[amano_hina's solution](#)

2125.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[amano_hina's solution](#)

2126.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[amano_hina's solution](#)

2127.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[amano_hina's solution](#)

2128.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[amano_hina's solution](#)

2129.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[amano_hina's solution](#)

2130.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[amano_hina's solution](#)

2131.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[amano_hina's solution](#)

2132.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[amano_hina's solution](#)

2133.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[amano_hina's solution](#)

2134.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[amano_hina's solution](#)

2135.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[amano_hina's solution](#)

2136.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[amano_hina's solution](#)

2137.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[amano_hina's solution](#)

2138.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[amano_hina's solution](#)

2139.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[amano_hina's solution](#)

2140.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, graphs, hashing

[amano_hina's solution](#)

2141.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[amano_hina's solution](#)

2142.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[amano_hina's solution](#)

2143.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,817 global accepts · Rating: 2400 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[amano_hina's solution](#)

2144.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · last AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[amano_hina's solution](#)

2145.

2197F

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

Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy

[amano_hina's solution](#)

2146.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[amano_hina's solution](#)

2147.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[amano_hina's solution](#)

2148.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[amano_hina's solution](#)

2149.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[amano_hina's solution](#)

2150.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[amano_hina's solution](#)

2151.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[amano_hina's solution](#)

2152.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[amano_hina's solution](#)

2153.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

2154.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[amano_hina's solution](#)

2155.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[amano_hina's solution](#)

2156.

1855E

[Expected Destruction](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[amano_hina's solution](#)

2157.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[amano_hina's solution](#)

2158.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[amano_hina's solution](#)

2159.

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

[amano_hina's solution](#)

2160.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[amano_hina's solution](#)

2161.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[amano_hina's solution](#)

2162.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[amano_hina's solution](#)

2163.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[amano_hina's solution](#)

2164.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[amano_hina's solution](#)

2165.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[amano_hina's solution](#)

2166.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[amano_hina's solution](#)

2167.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[amano_hina's solution](#)

2168.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[amano_hina's solution](#)

2169.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[amano_hina's solution](#)

2170.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[amano_hina's solution](#)

2171.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: games

[amano_hina's solution](#)

2172.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[amano_hina's solution](#)

2173.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[amano_hina's solution](#)

2174.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[amano_hina's solution](#)

2175.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[amano_hina's solution](#)

2176.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[amano_hina's solution](#)

2177.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[amano_hina's solution](#)

2178.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[amano_hina's solution](#)

2179.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[amano_hina's solution](#)

2180.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[amano_hina's solution](#)

2181.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices
[amano_hina's solution](#)

2182.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
[amano_hina's solution](#)

2183.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[amano_hina's solution](#)

2184.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[amano_hina's solution](#)

2185.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[amano_hina's solution](#)

2186.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[amano_hina's solution](#)

2187.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[amano_hina's solution](#)

2188.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[amano_hina's solution](#)

2189.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[amano_hina's solution](#)

2190.

1068F

[Knights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

2191.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[amano_hina's solution](#)

2192.

2144F

[Bracket Groups · Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[amano_hina's solution](#)

2193.

2073H

[Secret Lilies and Roses · Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[amano_hina's solution](#)

2194.

2073C

[Cactus Connectivity · Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2195.

2052M

[Managing Cluster · Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[amano_hina's solution](#)

2196.

1918G

[Permutation of Given · Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

2197.

1916H1

[Matrix Rank \(Easy Version\) · Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[amano_hina's solution](#)

2198.

1887D

[Split · Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[amano_hina's solution](#)

2199.

1867F

[Most Different Tree · Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · last AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[amano_hina's solution](#)

2200.

1468L

[Prime Divisors Selection · Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[amano_hina's solution](#)

2201.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[amano_hina's solution](#)

2202.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[amano_hina's solution](#)

2203.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[amano_hina's solution](#)

2204.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[amano_hina's solution](#)

2205.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[amano_hina's solution](#)

2206.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[amano_hina's solution](#)

2207.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[amano_hina's solution](#)

2208.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[amano_hina's solution](#)

2209.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[amano_hina's solution](#)

2210.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[amano_hina's solution](#)

2211.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[amano_hina's solution](#)

2212.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2213.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[amano_hina's solution](#)

2214.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities
[amano_hina's solution](#)

2215.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[amano_hina's solution](#)

2216.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[amano_hina's solution](#)

2217.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[amano_hina's solution](#)

2218.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[amano_hina's solution](#)

2219.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2220.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[amano_hina's solution](#)

2221.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[amano_hina's solution](#)

2222.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory
[amano_hina's solution](#)

2223.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[amano_hina's solution](#)

2224.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[amano_hina's solution](#)

2225.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[amano_hina's solution](#)

2226.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2227.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[amano_hina's solution](#)

2228.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[amano_hina's solution](#)

2229.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[amano_hina's solution](#)

2230.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing
[amano_hina's solution](#)

2231.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[amano_hina's solution](#)

2232.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[amano_hina's solution](#)

2233.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2234.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[amano_hina's solution](#)

2235.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers

[amano_hina's solution](#)

2236.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[amano_hina's solution](#)

2237.

106268G

[Charity Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2238.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2239.

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2240.

106268A

[Tatami Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2241.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2242.

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2243.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2244.

106268D

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

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2245.

106328M

[Classic Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2246.

106328F

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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2247.

106328A

[DeepTrek](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2248.

106328I

[Operating System](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2249.

106328B

[Odd Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2250.

106328J

[Someone's Favourite Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2251.

106328C

[Count Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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2252.

106328L

[Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2253.

106328D

[Xor And Mul](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2254.

106290H

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2255.

106290G

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2256.

106290J

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2257.

106290D

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2258.

106290M

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2259.

106290F

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2260.

106290L

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[amano_hina's solution](#)

2261.

106290K

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2262.

106290I

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2263.

106290B

[Bingo! · Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2264.

106290E

[Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2265.

106290C

[~Epp8b](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2266.

106290A

[Hello, Harbin Institute of Technology!](#) · Tutorial

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2267.

106215L

[Lovely Perfect Right Triangles](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2268.

106215I

[Imaginary Dance Moves](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2269.

106215K

[Kaneiji Meilong Robotics](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2270.

106215J

[Jaywalking](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2271.

106215F

[Finding Shelters](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2272.

106215H

[Hunting Down Binary Numbers](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2273.

106215G

[Graph and Information Delivery](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2274.

106215C

[Classroom](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2275.

106215D

[Distance Indicators](#) · Tutorial

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2276.

106215E

[Eureka!](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2277.

106215B

[Born to be Here](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2278.

106215A

[An Unfortunate Coincidence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2279.

104663K

[Divisible by three](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2280.

104663L

[Not-Incomplete](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2281.

104663G

[Not So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2282.

104828C

[epN@Vp](#)

Rating: — · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2283.

104828I

[Guess Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2284.

104828L

[eputorial](#)

Rating: — · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2285.

104828H

[VepN2R Rr](#)

Rating: — · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2286.

104828M

[s-istitkjk](#)

Rating: — · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2287.

104828A

[TIOAN](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2288.

105160H

[SAOmUR6v,,u^Ñ](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2289.

105160E

[f\(ãerjal](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2290.

105160L

[s_ bep~Ä\(ãrd\)](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2291.

105160B

[OÄWeTe'WW](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2292.

105160F

[SAOmUR6v,,_ b](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2293.

105160J

[NTfitorial](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2294.

105160K

[s_ bep~Ä\(easy\)](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2295.

105160D

[e'WWa8b](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2296.

105160G

[wöjPn8b](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2297.

105160I

[~ TUNKW](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2298.

105160C

[Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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2299.

105160M

[Codepen](#)

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2300.

105160A

[Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2301.

105485N

[ONCE7\(Fair\)](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2302.

105485I

[Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2303.

105485M

[Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2304.

105485F

[Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2305.

105485E

[Original](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2306.

105485B

[Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2307.

105485D

[ONCE7\(easy\)](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2308.

105485K

[Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2309.

105485J

[f. Zyrn](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2310.

105485L

[epuÄNtcb](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2311.

105485H

[efytorjaÖI](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2312.

105485G

[YeDOal](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2313.

105485C

[efytorjaR](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2314.

105485A

[epuÄrial](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2315.

105806D

[jXstvrjaEIS•i](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2316.

105806A

[QURÄwÄR](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2317.

105806K

[jXstvrjaT•i](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2318.

105806B

[NOERpÄrñ](#)

Rating: — · first AC: 2026-01-08 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2319.

105806E

[GDUT = 1 · Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2320.

105806L

[W&N2S9*MY*Y Ntj](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2321.

105806I

[YtoBn:N°|{UJ](#)

Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2322.

105806M

[fZUmiE!NANHj](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2323.

105806G

[Jump Sort · Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2324.

105806H

[SitUN2N2](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2325.

106045I

[Crisis In Flatland · Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2326.

106045C

[Cursed Queries · Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2327.

106045D

[Disruptor's Incapacitated Capacitor · Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2328.

106045H

[Pythagoras' Playhouse · Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2329.

106045A

[Pacman vs. Vampire · Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2330.

106045K

[Kaboom! · Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2331.

106045J

[Bit Lobon](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2332.

106045E

[Queen of Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2333.

106045F

[Fertilize to Maximize](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2334.

106045B

[Roman Empire](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2335.

106045G

[GCD vs. LCM](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2336.

106082E

[Word Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2337.

106082G

[Which Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2338.

106082F

[House Prices Going Up](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2339.

106082D

[Pseudo Pseudo Random Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2340.

106082C

[Letter Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2341.

106082B

[Simplified Calendar System](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2342.

106082A

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

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2343.

106272J

[GGEZ](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2344.

106272G

[Astral Quantization](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2345.

106272C

[Toxel N City Walk](#)[Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2346.

106272F

[Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2347.

106272B

[MAX? MEX?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2348.

106272A

[JaCeö](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2349.

106272E

[Curañ](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2350.

106272D

[Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2351.

105575J

[Utaka VpeN2](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2352.

105575G

[The Greatest War](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2353.

105575H

[YiYi Loves Beautiful Number String](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2354.

105575K

[RTVAMN O h!R0Q\)€3Z](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2355.

105575I

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Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2356.

105575F

[Qhçys+Z v,,pæ`|](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2357.

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[!%toeöô](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2358.

105575D

[Permutation with MAX Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2359.

105575B

[A Typical Codeforces Round](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2360.

105575C

[s+ZtoTtÖ](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2361.

105575A

[~Suobk](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2362.

106098B

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

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2363.

106098A

[Bald and Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2364.

106194I

[Tutorial](#) [qęçvøwå](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2365.

106194J

[Tutorial](#) [XTh9v,,b,,g,](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2366.

106194L

[Tutorial](#) [Ep13.ligutlv N %Á](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2367.

106194B

[Tutorial](#) [Qz#b{&](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2368.

106194A

[A + B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2369.

106260J

[Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2370.

106260E

[five](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2371.

106260L

[Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2372.

106260C

[backpack](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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2373.

106260F

[six](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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2374.

106260D

[four](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2375.

106260G

[seven](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2376.

106260H

[Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2377.

106260K

[Tutorial](#) · [Sep1BTOE](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2378.

106260A

[Tutorial](#) · [gg](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2379.

106260B

[Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2380.

106263F

[>v<](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2381.

106263D

[Nuit Sans La Soleil](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2382.

106263J

[Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2383.

106263E

[construction is 2 hard 4 me](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2384.

106263G

[\jw\jögcn8b](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2385.

106263I

[SGSjSh!](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2386.

106263H

[SCNU LOGO](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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2387.

106263C

[VPRES](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2388.

106263B

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Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2389.

106263A

[ququqaga](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2390.

106289E

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2391.

106289F

[Harvest Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2392.

106289G

[Joseph's Puzzle, Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2393.

106289J

[More Banknote](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2394.

106289M

[Xaleid scopiX](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2395.

106289K

[Still Another Connecting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2396.

106289C

[Caterpillar](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2397.

106289B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2398.

106289L

[Unequal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2399.

106289I

[Mofusigil's String Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2400.

106289D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2401.

106289A

[112358](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2402.

106289H

[Medal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2403.

106068D

[Ba3d Khamsa](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2404.

106068E

[Sasha and palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2405.

106068H

[Wanna win? Solve](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2406.

106068G

[Fire Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2407.

106068J

[Washing Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2408.

106068C

[Stones Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2409.

106068I

[The judges problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2410.

106068A

[Correct Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2411.

106068L

[Triangle hole](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2412.

106068K

[Hassan VS Naya](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2413.

106068B

[SCPC is Typing...](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2414.

106068F

[Good Luck Syria](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2415.

105909C

[اثنو سبب](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2416.

105909I

[أبواب](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2417.

105909G

[خريف](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2418.

105909I

[أبواب](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2419.

105909J

[Generate 01 String](#) · Tutorial

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2420.

105909F

[Nk\(wy,,u T\)h](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2421.

105909M

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Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2422.

105909A

[hEvcorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2423.

105909D

[NzWrial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2424.

105909K

[UNOy Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2425.

105909H

[What is all you need?](#) · Tutorial

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2426.

105887E

[. Tutorial](#)

Rating: — · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2427.

105887D

[žÄŇyajŠ](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2428.

105887I

[T Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2429.

105887B

[R Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2430.

105887J

[RGB h Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2431.

105887C

[S:WBR](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2432.

105887H

[Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2433.

105887L

[h Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2434.

105887F

[Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2435.

105887A

[Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2436.

106056F

[X Equals Y · Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2437.

106056L

[New Houses · Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2438.

106056B

[Path Planning · Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2439.

106059D

[Data Transmission · Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2440.

106059L

[Lantern Festival · Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2441.

106250C

[Busy Beaver's Faulty Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2442.

106250B

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2443.

106242I

[Another Construction Problem \(construct\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2444.

106242D

[GL Convolution \(gcdlcm\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2445.

106242B

[Sushibwoah \(sushi\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2446.

106242G

[DVDlogo \(dvdlogo\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2447.

106242A

[Finding Socks \(socks\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2448.

106193L

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

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2449.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2450.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2451.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2452.

106193D

[Defense Distance](#) · Tutorial

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2453.

106193F

[Faulty Fraction](#) · Tutorial

Rating: — · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: —

[amano_hina's solution](#)

2454.

106193J

[Judging Problem](#) · Tutorial

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2455.

106193C

[Compact Encoding](#) · Tutorial

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2456.

106193B

[Bounding Boxes](#) · Tutorial

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2457.

106239H

[EjüceZ](#)

Rating: — · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2458.

106239K

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Rating: — · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2459.

106239N

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Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2460.

106239M

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Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2461.

106239L

[I-ftöHal](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2462.

106239G

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Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2463.

106164J

[Joyeuse](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2464.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2465.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2466.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2467.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2468.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2469.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2470.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2471.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2472.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2473.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2474.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2475.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[amano_hina's solution](#)

2476.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[amano_hina's solution](#)

2477.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[amano_hina's solution](#)

2478.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2479.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2480.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2481.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)

2482.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2483.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2484.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2485.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2486.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2487.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2488.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2489.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2490.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2491.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2492.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2493.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2494.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2495.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2496.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2497.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2498.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2499.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2500.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2501.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2502.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2503.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2504.

105986F

[Major](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2505.

105986D

[KkujiaÄ•óY'Q'—i !b](#)

Rating: — · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2506.

105986E

[`/b #70p4M](#)

Rating: — · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[amano_hina's solution](#)**2507.**

105986G

[y^TW#a\\$`](#)

Rating: — · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2508.**

105986C

[;:~NKa?](#)

Rating: — · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2509.**

105986I

[V T~VnKs,](#)

Rating: — · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2510.**

105986L

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Rating: — · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2511.**

105986K

[Capoo's stack · Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2512.**

105986J

[f^TjESU~](#)

Rating: — · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2513.**

105986H

[g YtopaTC](#)

Rating: — · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2514.**

105986A

[•eRtAaMg:•eR~A'M•eR`g:](#)

Rating: — · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2515.**

105986B

[g wicVp](#)

Rating: — · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)**2516.**

105677L

[The Charioteer · Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amano_hina's solution](#)

2517.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2518.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2519.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2520.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2521.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2522.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2523.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[amano_hina's solution](#)

2524.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2525.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[amano_hina's solution](#)

2526.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[amano_hina's solution](#)

2527.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
[amano_hina's solution](#)

2528.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[amano_hina's solution](#)

2529.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[amano_hina's solution](#)

2530.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures
[amano_hina's solution](#)

2531.

100608I

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2532.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2533.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2534.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2535.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2536.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2537.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2538.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2539.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2540.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2541.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —
[amano_hina's solution](#)

2542.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2543.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2544.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2545.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2546.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2547.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2548.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2549.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2550.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2551.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —
[amano_hina's solution](#)

2552.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2553.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2554.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2555.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2556.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2557.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2558.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2559.

105562A

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

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2560.

105553B

[Baja Shrimp](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2561.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2562.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2563.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2564.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2565.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2566.

105537G

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

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2567.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2568.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2569.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2570.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2571.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2572.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2573.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2574.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2575.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2576.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2577.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2578.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2579.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2580.

105444E

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2581.

105444L

[Language Survey](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2582.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2583.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2584.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2585.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2586.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2587.

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2588.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2589.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2590.

105444M

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2591.

105053H

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2592.

105053A

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2593.

105053J

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2594.

105053G

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2595.

105053C

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2596.

105053F

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Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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2597.

105053E

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2598.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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2599.

105053D

[DiviDuelo](#) · [Tutorial](#)

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2600.

105053L

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Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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2601.

104118E

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2602.

104118D

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2603.

104118B

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Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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2604.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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2605.

104118I

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Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2606.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2607.

104118L

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Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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2608.

104118K

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Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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2609.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

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2610.

104118C

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Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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2611.

104118G

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2612.

104118A

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2613.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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2614.

104891E

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Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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2615.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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2616.

104891G

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Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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2617.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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2618.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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2619.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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2620.

105346A

[Spookeepy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2621.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2622.

104821H

[Puzzle: Question Mark](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2623.

104821D

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Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2624.

104821M

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Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2625.

104821L

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Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2626.

104821F

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Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2627.

104821C

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Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2628.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2629.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2630.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2631.

105293E

[Mr.Wow and Hidden Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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2632.

105293D

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Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2633.

105293C

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Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2634.

105293B

[Mr. Wow and Dislikes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2635.

105293A

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Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2636.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2637.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2638.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2639.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2640.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2641.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2642.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2643.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2644.

104945F

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2645.

104945K

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Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2646.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2647.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2648.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2649.

105143A

[Shaking Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2650.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2651.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2652.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2653.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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2654.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[amano_hina's solution](#)

2655.

105143K

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Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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2656.

105143B

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Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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2657.

105143I

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2658.

104976A

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2659.

104976E

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Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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2660.

104976H

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Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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2661.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2662.

104976D

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Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2663.

104976J

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2664.

104976M

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2665.

104871J

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2666.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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2667.

104871I

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2668.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2669.

104871G

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

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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2670.

104871C

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Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2671.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2672.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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2673.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2674.

104901B

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Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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2675.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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2676.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2677.

104901G

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Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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2678.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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2679.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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2680.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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2681.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2682.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2683.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2684.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2685.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2686.

104875D

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Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2687.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2688.

104875B

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Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2689.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2690.

104875I

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Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2691.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

2692.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2693.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2694.

101623K

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2695.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2696.

101623I

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2697.

101623G

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Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2698.

101623D

[Dunghish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2699.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2700.

101623B

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Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2701.

104757L

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2702.

104757G

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Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2703.

104757I

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Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2704.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2705.

104757K

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2706.

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2708.

104757D

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2709.

104757A

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103438I

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103438M

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103438G

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2724.

104802B

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2726.

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104017G

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2741.

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2742.

104252K

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2743.

104252H

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2744.

104252M

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2746.

104252C

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2747.

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2748.

104252I

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2749.

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2750.

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2751.

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2752.

103366B

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2753.

103366K

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2754.

103366L

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2755.

104713K

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2756.

104713J

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2757.

104713E

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2758.

104713I

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2759.

104713H

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2760.

104713D

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2761.

104713C

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2762.

104713F

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2763.

104114D

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2764.

104114M

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2765.

104114J

[Joyful Death](#) · [Tutorial](#)

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2766.

104114E

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2767.

104114C

[COVID](#) · [Tutorial](#)

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2768.

104114B

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2769.

104114H

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2770.

104114F

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2771.

104114G

[Gears](#) · [Tutorial](#)

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2772.

104114A

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2773.

104114N

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101142E

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101142D

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2776.

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101142F

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101142A

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2784.

104743C

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101002K

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2787.

101002G

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2788.

101002J

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2789.

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2790.

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2794.

101002I

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2795.

104542E

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104542D

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104542C

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2798.

104542B

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2799.

104542A

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104686J

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104686K

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2802.

104686C

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104686G

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2804.

104686L

[The Game](#) · [Tutorial](#)

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104686E

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2806.

104686D

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2807.

102215G

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2808.

102215F

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2809.

102215H

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2810.

102215D

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2811.

102215I

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2812.

102215L

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2814.

102215J

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2816.

102215A

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102215M

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2818.

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2819.

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2820.

104639H

[Range Periodicity Query](#) · Tutorial

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2821.

104639E

[Magical Pair](#) · Tutorial

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2822.

104639K

[Minimum Euclidean Distance](#) · Tutorial

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2823.

104639G

[Spanning Tree](#) · Tutorial

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2824.

104639I

[Pa?sWorD](#) · Tutorial

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2825.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2826.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2827.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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2828.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2829.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2830.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2831.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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2832.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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2833.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2834.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2835.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2836.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2837.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2838.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2839.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2840.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2841.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2842.

104574H

[Go Iguanas!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2843.

104574G

[Iguana Walking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2844.

104574F

[Egg](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2845.

104574E

[Shifty Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2846.

104617B

[Ice Cream Biorhythm](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2847.

104617A

[Get to the Choppa!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2848.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2849.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2850.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2851.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2852.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2853.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · Python 3 (first AC) · Tags: —
[amano_hina's solution](#)

2854.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2855.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2856.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2857.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2858.

104627C

[Reading Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2859.

104627B

[Connect](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2860.

104627A

[Forgery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2861.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2862.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2863.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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2864.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2865.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2866.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2867.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2868.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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2869.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2870.

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2871.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2872.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2873.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2874.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2875.

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2876.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2877.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2878.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2879.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2880.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2881.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2882.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2883.

104574D

[XP Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2884.

104574C

[Iridescent Iguanas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2885.

104574B

[Preferred Valley](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2886.

104574A

[Iguana Playground](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2887.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2888.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2889.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2890.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2891.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2892.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2893.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2894.

104570E1

[Magic Xor\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[amano_hina's solution](#)

2895.

104570D

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

Rating: — · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[amano_hina's solution](#)

2896.

104570C

[Super Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[amano_hina's solution](#)

2897.

104570B

[Two Arrays Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[amano_hina's solution](#)

2898.

104570A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[amano_hina's solution](#)

2899.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[amano_hina's solution](#)

2900.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2901.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2902.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2903.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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2904.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2905.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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2906.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

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2907.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2908.

103960D

[Displacing Particles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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2909.

103960N

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Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2910.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

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[amano_hina's solution](#)

2911.

103960I

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Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2912.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2913.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2914.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2915.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2916.

104270L

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Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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2917.

104270D

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Rating: — · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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2918.

104270F

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[amano_hina's solution](#)

2919.

104270E

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2920.

104270J

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2921.

104270C

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Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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2922.

104270M

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

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[amano_hina's solution](#)

2923.

101597I

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2924.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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2925.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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2926.

101597G

[Affine](#) · [Tutorial](#)

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2927.

101597A

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Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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2928.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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2929.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

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2930.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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2931.

101597C

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Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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2932.

101597E

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2933.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2934.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2935.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2936.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2937.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2938.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2939.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2940.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2941.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2942.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2943.

104502B

[Magical Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2944.

104502A

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

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2945.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2946.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2947.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2948.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2949.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2950.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2951.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2952.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2953.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2954.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2955.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2956.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2957.

104467L

[Linear Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2958.

104467K

[Karaoke](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2959.

104467I

[I want to buy games!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2960.

104467J

[Just Another FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2961.

104467G

[Great Plummet](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2962.

104467F

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2963.

104467B

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

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2964.

104467C

[Carpark](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2965.

104467D

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2966.

104467E

[Exclusive-or Merging](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2967.

104467A

[Advertere Augmento](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2968.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2969.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2970.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2971.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2972.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2973.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2974.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2975.

104257J

[Jiggle Joggle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2976.

104257G

[Go Go GPA](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2977.

104257I

[I'm in love with Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2978.

104257C

[Clubhouse Celebrity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2979.

104257K

[Kakalan's Karma](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2980.

104257D

[Dom's Discovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2981.

104257B

[Bicycle Burglar](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2982.

104257L

[League of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2983.

104257E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2984.

104257H

[Hiro's Hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2985.

104257A

[Acceptable Answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[amano_hina's solution](#)

2986.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
[amano_hina's solution](#)

2987.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation
[amano_hina's solution](#)

2988.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory
[amano_hina's solution](#)

2989.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special

[amano_hina's solution](#)

2990.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[amano_hina's solution](#)

2991.

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · last AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[amano_hina's solution](#)

2992.

104196F

[Growing Some Oobleck · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

2993.

104196K

[Stable Table · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

2994.

104196E

[Gambling Game · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

2995.

104196M

[Tomb Hater · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

2996.

104196B

[Abridged Reading · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

2997.

104196L

[Statues · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

2998.

104196J

[Recycling · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

2999.

104196A

[1s For All · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3000.

104196G

[Noonerized Spumbers · Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3001.

104172D

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

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3002.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3003.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3004.

104172L

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

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3005.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3006.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3007.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3008.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3009.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3010.

104157C

[Flush-tastic Throwing Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3011.

104157B

[Watch Your Sugar!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3012.

104157A

[Printing Papers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3013.

104178B

[Moo](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3014.

104178A

[Success](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3015.

104180H

[Not-so Beautiful Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3016.

104180G

[Rose and Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3017.

104180F

[Prime Precipitation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3018.

104180E

[After School](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3019.

104180D

[Grumble Gym](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3020.

104180C

[Brownie Baking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3021.

104180B

[Rain Collector](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3022.

104180A

[Weather Forecast](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3023.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3024.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3025.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3026.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3027.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3028.

104002F

[William and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3029.

104002E

[William and Robot](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3030.

104002D

[William and Cornmeal](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3031.

104002C

[William and Middle Management](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3032.

104002B

[William and Kitty Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3033.

104002A

[William and Mary](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3034.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3035.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3036.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3037.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3038.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3039.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3040.

103049C

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

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3041.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3042.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3043.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3044.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3045.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3046.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3047.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3048.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3049.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3050.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3051.

104008C

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3052.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3053.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3054.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3055.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3056.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3057.

102500G

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Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3058.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3059.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3060.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3061.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3062.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3063.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3064.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3065.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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3066.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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3067.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3068.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3069.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3070.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3071.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3072.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3073.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3074.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3075.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3076.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3077.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3078.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3079.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3080.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3081.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3082.

103964L

[Huatuos Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3083.

103451C

[Krosh and paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3084.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3085.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3086.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3087.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3088.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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3089.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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3090.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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3091.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3092.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3093.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3094.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3095.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3096.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3097.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3098.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3099.

103855M

[Short Question](#) · [Tutorial](#)

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3100.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3101.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3102.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3103.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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3104.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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3105.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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3106.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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3107.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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3108.

103860B

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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3109.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3110.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3111.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3112.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3113.

101161G

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Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3114.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3115.

101161B

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3116.

101161L

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3117.

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Rating: — · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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3118.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

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3119.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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3120.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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3121.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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3122.

102192D

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

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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3123.

102192A

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

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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3124.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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3125.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3126.

103055D

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

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3127.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3128.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3129.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3130.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3131.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3132.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3133.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3134.

103055A

[League of Legends](#) · [Tutorial](#)

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3135.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3136.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3137.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3138.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3139.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3140.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3141.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3142.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3143.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3144.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3145.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3146.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3147.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3148.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3149.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3150.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3151.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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3152.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3153.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3154.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3155.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3156.

102946B

[Bongcloud](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[amano_hina's solution](#)

3157.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3158.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3159.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3160.

103102I

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

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3161.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3162.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3163.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3164.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[amano_hina's solution](#)

3165.

103811C

[Copy of the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3166.

103806B

[MCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3167.

103492D

[Primality Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3168.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3169.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3170.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3171.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3172.

103416G

[Favorite Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3173.

103416D

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3174.

103416J

[Replace by sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3175.

103416A

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3176.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3177.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[amano_hina's solution](#)

3178.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3179.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3180.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3181.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[amano_hina's solution](#)

3182.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · PyPy 3 (first AC) · Tags: —
[amano_hina's solution](#)

3183.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[amano_hina's solution](#)

3184.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[amano_hina's solution](#)

3185.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3186.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3187.

103373C

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

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3188.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3189.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3190.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3191.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3192.

103380C

[Sled Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3193.

103380B

[North Pole Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3194.

103380A

[Sad Santa](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3195.

103036C

[Melodic Harmonies I](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3196.

103036B

[Vinyl Records](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3197.

103036A

[Switching Up the Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3198.

102830H

[Zorro's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3199.

102830D

[Useful Proofs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3200.

102830C

[Kevin's Meme Reacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3201.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3202.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3203.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3204.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[amano_hina's solution](#)

3205.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3206.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[amano_hina's solution](#)

3207.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3208.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3209.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3210.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3211.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3212.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3213.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3214.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3215.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3216.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3217.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3218.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3219.

103182B

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · last AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3220.

103182J

[Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3221.

103182H

[Spies](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3222.

103182A

[Corporate Issues](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3223.

103182F

[Secure documents](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3224.

103182L

[XorAnd](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3225.

103181J

[Funny Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3226.

103181D

[Markat](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3227.

103181C

[Girth](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3228.

103181F

[Relay Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3229.

103181L

[Hard work](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3230.

103181B

[Convolved Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[amano_hina's solution](#)

3231.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3232.

103158J

[2wix+](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3233.

103158A

[Sakally Soldier](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3234.

103158L

[Memable Ace](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3235.

103119L

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

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3236.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3237.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3238.

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3239.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3240.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3241.

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3242.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3243.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3244.

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3245.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3246.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3247.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3248.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3249.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3250.

102891D

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3251.

102891A

[Apples and Oranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3252.

102868C

[Dark-Green](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[amano_hina's solution](#)

3253.

102830B

[Tryouts](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3254.

102830A

[First Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3255.

1432B

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

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[amano_hina's solution](#)

3256.

1432A

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

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special

[amano_hina's solution](#)

3257.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[amano_hina's solution](#)

3258.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[amano_hina's solution](#)

3259.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3260.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3261.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3262.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3263.

102760K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3264.

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3265.

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3266.

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3267.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3268.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3269.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3270.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3271.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3272.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3273.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3274.

102767B

[2024](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3275.

102767A

[Favourite Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3276.

102392I

[Absolute Game](#) · Tutorial

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[amano_hina's solution](#)

3277.

102040J

[VAT Man](#) · Tutorial

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