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Unique solved — anmichi

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Count: 3,247

1.

1146A

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2.

1054A

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3.

2205B

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4.

2205A

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5.

855A

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6.

1081A

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7.

1552A

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8.

1844A

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9.

1408A

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10.

2183A

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13.

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14.

1392B

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15.

1392A

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1566A

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18.

2178A

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19.

1515A

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20.

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1864A

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31.

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32.

1930A

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33.

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34.

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37.

1919B

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1919A

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2096A

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41.

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42.

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43.

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2147A

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45.

2143A

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48.

1750B

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49.

1750A

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51.

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54.

1799A

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55.

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56.

1774A

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57.

1270A

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58.

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908A

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61.

1043A

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62.

1178A

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- 63.**
1148A
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1523A
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2043A
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2104A
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2084A
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859A
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932A
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1028A
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755A
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2053A
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74.

2048A

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75.

2034A

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76.

2039A

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77.

2029A

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78.

2035A

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79.

2030B

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80.

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81.

1220A

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82.

2014B

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83.

2014A

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84.

2013A

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85.

2001B

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86.

2001A

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87.

2004A

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88.

2000B

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89.

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90.

2002A

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91.

1999C

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92.

1999A

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93.

1810B

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94.

1810A

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95.

1993A

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96.

1997A

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97.

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98.

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99.

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100.

1987A

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101.

1984A

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1976A

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103.

1975A

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1969A

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1948A

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1935A

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1934A

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109.

1933B

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1933A

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1842A

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113.

1839A

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1772B

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1740A

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1749A

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1746A

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1742A

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1738A

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142.

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1722B

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1720B

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1713A

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1701B

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1699A

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1690C

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1690B

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1690A

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1695A

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174.

1692C

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1692B

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177.

1689A

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1691A

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1680B

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1680A

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181.

1678B1

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1682A

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1684B

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1684A

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185.

1670A

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186.

1676C

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187.

1676B

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188.

1676A

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189.

1675A

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190.

1674B

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191.

1674A

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192.

1673A

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193.

1017A

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194.

1672B

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195.

1672A

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196.

1671A

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197.

1669C

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1669B

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1669A

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1654A

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202.

1656A

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203.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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204.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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205.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[anmichi's solution](#)

206.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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207.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

208.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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209.

1658B

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

Quality: 19,544 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[anmichi's solution](#)

210.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[anmichi's solution](#)

211.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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212.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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213.

1651A

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Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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214.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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215.

1646B

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216.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: math
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217.

1644B

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

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
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218.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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219.

1635B

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Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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220.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
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221.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

222.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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223.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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224.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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225.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[anmichi's solution](#)

226.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

227.

1626A

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

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[anmichi's solution](#)

228.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

229.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[anmichi's solution](#)

230.

1624A

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

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

231.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

232.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[anmichi's solution](#)

233.

1621A

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

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234.

1167A

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235.

1307A

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236.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

237.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

238.

1623A

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[anmichi's solution](#)

239.

1622A

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Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[anmichi's solution](#)

240.

1615A

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[anmichi's solution](#)

241.

1619B

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Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[anmichi's solution](#)

242.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

243.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

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[anmichi's solution](#)

244.

1618B

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Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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245.

1618A

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Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

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246.

1617A

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Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[anmichi's solution](#)

247.

1591A

[Life of a Flower](#) · [Tutorial](#)

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248.

1608A

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249.

1556A

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250.

1611B

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Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

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251.

1611A

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Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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252.

1614A

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Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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253.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

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254.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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255.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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256.

1605A

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Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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257.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[anmichi's solution](#)

258.

1607A

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Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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259.

1602A

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Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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260.

1582A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math
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261.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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262.

1594A

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263.

1144A

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Quality: 22,027 global accepts · Rating: 800 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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264.

1598A

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265.

1005A

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266.

1581A

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267.

1592A

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268.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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269.

1573A

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270.

1579A

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271.

1567A

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Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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272.

1569A

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273.

1207A

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

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274.

1561A

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Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
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275.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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276.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

277.

1480A

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Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
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278.

1539B

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Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
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279.

1549B

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280.

1549A

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281.

1560C

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282.

1560B

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Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: math
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283.

1560A

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Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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284.

1542A

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285.

1547B

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286.

1547A

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287.

1557A

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Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[anmichi's solution](#)

288.

1551B1

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[anmichi's solution](#)

289.

1551A

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

Quality: 58,354 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[anmichi's solution](#)

290.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[anmichi's solution](#)

291.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[anmichi's solution](#)

292.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[anmichi's solution](#)

293.

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
[anmichi's solution](#)

294.

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
[anmichi's solution](#)

295.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[anmichi's solution](#)

296.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[anmichi's solution](#)

297.

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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298.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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299.

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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300.

1536A

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Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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301.

1077A

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Quality: 32,252 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math

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302.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anmichi's solution](#)

303.

1526A

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Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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304.

1529A

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Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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305.

1527A

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Quality: 41,904 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[anmichi's solution](#)

306.

1538B

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Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[anmichi's solution](#)

307.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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308.

1535A

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Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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309.

999A

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Quality: 25,328 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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310.

1102A

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311.

1006A

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312.

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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313.

1520B

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314.

1520A

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315.

1519B

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316.

1519A

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317.

1516A

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318.

1514A

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319.

1509A

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320.

1513A

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321.

1511A

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322.

1512B

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323.

1512A

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324.

1504A

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325.

1154A

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Quality: 87,060 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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326.

1498A

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327.

1506A

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328.

1497A

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Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

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329.

1499A

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330.

1501A

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[anmichi's solution](#)

331.

609A

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Quality: 19,424 global accepts · Rating: 800 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[anmichi's solution](#)

332.

1183A

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Quality: 27,024 global accepts · Rating: 800 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anmichi's solution](#)

333.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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334.

1491A

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

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335.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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336.

1443A

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Quality: 16,682 global accepts · Rating: 800 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

337.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

338.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[anmichi's solution](#)

339.

1492A

[Three swimmers](#) · [Tutorial](#)

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[anmichi's solution](#)

340.

1487A

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[anmichi's solution](#)

341.

1481A

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

[anmichi's solution](#)

342.

1474A

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[anmichi's solution](#)

343.

1478A

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[anmichi's solution](#)

344.

1473A

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[anmichi's solution](#)

345.

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anmichi's solution](#)

346.

1454A

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Quality: 44,057 global accepts · Rating: 800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

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347.

1462B

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Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

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348.

1462A

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Quality: 48,964 global accepts · Rating: 800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[anmichi's solution](#)

349.

1472B

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350.

1472A

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351.

1466B

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

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352.

1466A

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

[anmichi's solution](#)

353.

1451A

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Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[anmichi's solution](#)

354.

1453A

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Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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355.

1452C

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Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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356.

1452A

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357.

1447A

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358.

1465A

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Rating: 800 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

359.

1459A

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[anmichi's solution](#)

360.

1455A

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

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361.

1445A

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Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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362.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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363.

1437A

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Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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364.

1436A

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Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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365.

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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366.

1433B

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367.

1433A

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Quality: 62,647 global accepts · Rating: 800 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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368.

1421A

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Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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369.

1430B

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370.

1417A

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371.

1422A

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372.

1426A

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373.

1409A

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374.

1400A

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Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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375.

1234A

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Quality: 29,554 global accepts · Rating: 800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math
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376.

1301A

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Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

377.

1393A

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Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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378.

1398B

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379.

1398A

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380.

1337A

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381.

1382A

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Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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382.

1391B

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Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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383.

1391A

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384.

59A

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385.

41A

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386.

1399B

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387.

1399A

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Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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388.

16A

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389.

14A

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390.

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
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391.

1372A

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Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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392.

1389A

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Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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393.

1385B

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Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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394.

1385A

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Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: math
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395.

988A

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Quality: 28,499 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[anmichi's solution](#)

396.

1371A

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Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

397.

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math
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398.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

399.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[anmichi's solution](#)

400.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[anmichi's solution](#)

401.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[anmichi's solution](#)

402.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[anmichi's solution](#)

403.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

404.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

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405.

1095A

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Quality: 36,490 global accepts · Rating: 800 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

406.

1092B

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Quality: 29,214 global accepts · Rating: 800 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[anmichi's solution](#)

407.

1092A

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Quality: 17,275 global accepts · Rating: 800 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

408.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[anmichi's solution](#)

409.

978B

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Quality: 40,910 global accepts · Rating: 800 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[anmichi's solution](#)

410.

978A

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Quality: 30,731 global accepts · Rating: 800 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

411.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

412.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[anmichi's solution](#)

413.

1196A

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414.

1015A

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1358A

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1360B

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418.

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4A

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1353B

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1352A

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1348A

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436.

1325B

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1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

517.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[anmichi's solution](#)

518.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[anmichi's solution](#)

519.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

520.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[anmichi's solution](#)

521.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[anmichi's solution](#)

522.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[anmichi's solution](#)

523.

1475B

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

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[anmichi's solution](#)

524.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anmichi's solution](#)

525.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[anmichi's solution](#)

526.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[anmichi's solution](#)

527.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[anmichi's solution](#)

528.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[anmichi's solution](#)

529.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[anmichi's solution](#)

530.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

531.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

532.

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

[anmichi's solution](#)

533.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[anmichi's solution](#)

534.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[anmichi's solution](#)

535.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anmichi's solution](#)

536.

1337B

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

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[anmichi's solution](#)

537.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[anmichi's solution](#)

538.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[anmichi's solution](#)

539.

1374B

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

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

540.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games

[anmichi's solution](#)

541.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[anmichi's solution](#)

542.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

543.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

544.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

545.

1354A

[Alarm Clock](#) · [Tutorial](#)

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

[anmichi's solution](#)

546.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[anmichi's solution](#)

547.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

548.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[anmichi's solution](#)

549.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,390 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[anmichi's solution](#)

550.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[anmichi's solution](#)

551.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[anmichi's solution](#)

552.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

553.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[anmichi's solution](#)

554.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, sortings
[anmichi's solution](#)

555.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[anmichi's solution](#)

556.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[anmichi's solution](#)

557.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[anmichi's solution](#)

558.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[anmichi's solution](#)

559.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[anmichi's solution](#)

560.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

561.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[anmichi's solution](#)

562.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[anmichi's solution](#)

563.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

564.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[anmichi's solution](#)

565.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, number theory

[anmichi's solution](#)

566.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[anmichi's solution](#)

567.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[anmichi's solution](#)

568.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

569.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[anmichi's solution](#)

570.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[anmichi's solution](#)

571.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

572.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[anmichi's solution](#)

573.

1782B

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

Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[anmichi's solution](#)

574.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

575.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[anmichi's solution](#)

576.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[anmichi's solution](#)

577.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[anmichi's solution](#)

578.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[anmichi's solution](#)

579.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[anmichi's solution](#)

580.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[anmichi's solution](#)

581.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math
[anmichi's solution](#)

582.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

583.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[anmichi's solution](#)

584.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[anmichi's solution](#)

585.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[anmichi's solution](#)

586.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[anmichi's solution](#)

587.

2000C

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

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

588.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[anmichi's solution](#)

589.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[anmichi's solution](#)

590.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[anmichi's solution](#)

591.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[anmichi's solution](#)

592.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

593.

1969B

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

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[anmichi's solution](#)

594.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[anmichi's solution](#)

595.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

596.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

597.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[anmichi's solution](#)

598.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

599.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

600.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

601.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[anmichi's solution](#)

602.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[anmichi's solution](#)

603.

1690D

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

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[anmichi's solution](#)

604.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[anmichi's solution](#)

605.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[anmichi's solution](#)

606.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[anmichi's solution](#)

607.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings
[anmichi's solution](#)

608.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[anmichi's solution](#)

609.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[anmichi's solution](#)

610.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

611.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[anmichi's solution](#)

612.

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings
[anmichi's solution](#)

613.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

614.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[anmichi's solution](#)

615.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[anmichi's solution](#)

616.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,313 global accepts · Rating: 1000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[anmichi's solution](#)

617.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

618.

1614B

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

Quality: 29,029 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[anmichi's solution](#)

619.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[anmichi's solution](#)

620.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[anmichi's solution](#)

621.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[anmichi's solution](#)

622.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[anmichi's solution](#)

623.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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624.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[anmichi's solution](#)

625.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

626.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

627.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[anmichi's solution](#)

628.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math
[anmichi's solution](#)

629.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[anmichi's solution](#)

630.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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631.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings, two pointers
[anmichi's solution](#)

632.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[anmichi's solution](#)

633.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[anmichi's solution](#)

634.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[anmichi's solution](#)

635.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[anmichi's solution](#)

636.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[anmichi's solution](#)

637.

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

638.

1506C

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

Quality: 35,630 global accepts · Rating: 1000 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[anmichi's solution](#)

639.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[anmichi's solution](#)

640.

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[anmichi's solution](#)

641.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[anmichi's solution](#)

642.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[anmichi's solution](#)

643.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[anmichi's solution](#)

644.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[anmichi's solution](#)

645.

1474B

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

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[anmichi's solution](#)

646.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[anmichi's solution](#)

647.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[anmichi's solution](#)

648.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[anmichi's solution](#)

649.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

650.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[anmichi's solution](#)

651.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[anmichi's solution](#)

652.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[anmichi's solution](#)

653.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[anmichi's solution](#)

654.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[anmichi's solution](#)

655.

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

[anmichi's solution](#)

656.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[anmichi's solution](#)

657.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anmichi's solution](#)

658.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anmichi's solution](#)

659.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[anmichi's solution](#)

660.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

661.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[anmichi's solution](#)

662.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[anmichi's solution](#)

663.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[anmichi's solution](#)

664.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

665.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,426 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[anmichi's solution](#)

666.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

667.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[anmichi's solution](#)

668.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

669.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[anmichi's solution](#)

670.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[anmichi's solution](#)

671.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[anmichi's solution](#)

672.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[anmichi's solution](#)

673.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[anmichi's solution](#)

674.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

675.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

676.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[anmichi's solution](#)

677.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[anmichi's solution](#)

678.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

679.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

680.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[anmichi's solution](#)

681.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[anmichi's solution](#)

682.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[anmichi's solution](#)

683.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[anmichi's solution](#)

684.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[anmichi's solution](#)

685.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[anmichi's solution](#)

686.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[anmichi's solution](#)

687.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[anmichi's solution](#)

688.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[anmichi's solution](#)

689.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[anmichi's solution](#)

690.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

691.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[anmichi's solution](#)

692.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[anmichi's solution](#)

693.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[anmichi's solution](#)

694.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[anmichi's solution](#)

695.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[anmichi's solution](#)

696.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[anmichi's solution](#)

697.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[anmichi's solution](#)

698.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

699.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[anmichi's solution](#)

700.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[anmichi's solution](#)

701.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[anmichi's solution](#)

702.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[anmichi's solution](#)

703.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[anmichi's solution](#)

704.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[anmichi's solution](#)

705.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[anmichi's solution](#)

706.

2030C

[A TRUE Battle](#) · [Tutorial](#)

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

[anmichi's solution](#)

707.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[anmichi's solution](#)

708.

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
[anmichi's solution](#)

709.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[anmichi's solution](#)

710.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[anmichi's solution](#)

711.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[anmichi's solution](#)

712.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[anmichi's solution](#)

713.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[anmichi's solution](#)

714.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[anmichi's solution](#)

715.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

716.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[anmichi's solution](#)

717.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[anmichi's solution](#)

718.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[anmichi's solution](#)

719.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[anmichi's solution](#)

720.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[anmichi's solution](#)

721.

1839B

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2190A

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Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[anmichi's solution](#)

824.

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
[anmichi's solution](#)

825.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[anmichi's solution](#)

826.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

827.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[anmichi's solution](#)

828.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[anmichi's solution](#)

829.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

830.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[anmichi's solution](#)

831.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[anmichi's solution](#)

832.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy
[anmichi's solution](#)

833.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[anmichi's solution](#)

834.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[anmichi's solution](#)

835.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[anmichi's solution](#)

836.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation
[anmichi's solution](#)

837.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[anmichi's solution](#)

838.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math
[anmichi's solution](#)

839.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[anmichi's solution](#)

840.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[anmichi's solution](#)

841.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

842.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation
[anmichi's solution](#)

843.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, trees
[anmichi's solution](#)

844.

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

845.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[anmichi's solution](#)

846.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[anmichi's solution](#)

847.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

848.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[anmichi's solution](#)

849.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,728 global accepts · Rating: 1200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[anmichi's solution](#)

850.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[anmichi's solution](#)

851.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[anmichi's solution](#)

852.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[anmichi's solution](#)

853.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[anmichi's solution](#)

854.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[anmichi's solution](#)

855.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[anmichi's solution](#)

856.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[anmichi's solution](#)

857.

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
[anmichi's solution](#)

858.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[anmichi's solution](#)

859.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

860.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[anmichi's solution](#)

861.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[anmichi's solution](#)

862.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[anmichi's solution](#)

863.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[anmichi's solution](#)

864.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[anmichi's solution](#)

865.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

866.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[anmichi's solution](#)

867.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[anmichi's solution](#)

868.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

869.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[anmichi's solution](#)

870.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[anmichi's solution](#)

871.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[anmichi's solution](#)

872.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[anmichi's solution](#)

873.

1729D

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

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[anmichi's solution](#)

874.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

875.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math
[anmichi's solution](#)

876.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

877.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,279 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[anmichi's solution](#)

878.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[anmichi's solution](#)

879.

1679B

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

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[anmichi's solution](#)

880.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[anmichi's solution](#)

881.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

882.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[anmichi's solution](#)

883.

1671C

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Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[anmichi's solution](#)

884.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings
[anmichi's solution](#)

885.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation
[anmichi's solution](#)

886.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[anmichi's solution](#)

887.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

888.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[anmichi's solution](#)

889.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[anmichi's solution](#)

890.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[anmichi's solution](#)

891.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[anmichi's solution](#)

892.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[anmichi's solution](#)

893.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[anmichi's solution](#)

894.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

895.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[anmichi's solution](#)

896.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[anmichi's solution](#)

897.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[anmichi's solution](#)

898.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[anmichi's solution](#)

899.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[anmichi's solution](#)

900.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[anmichi's solution](#)

901.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[anmichi's solution](#)

902.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[anmichi's solution](#)

903.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[anmichi's solution](#)

904.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[anmichi's solution](#)

905.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[anmichi's solution](#)

906.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,462 global accepts · Rating: 1200 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[anmichi's solution](#)

907.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings
[anmichi's solution](#)

908.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[anmichi's solution](#)

909.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[anmichi's solution](#)

910.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[anmichi's solution](#)

911.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[anmichi's solution](#)

912.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[anmichi's solution](#)

913.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[anmichi's solution](#)

914.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[anmichi's solution](#)

915.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[anmichi's solution](#)

916.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[anmichi's solution](#)

917.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[anmichi's solution](#)

918.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[anmichi's solution](#)

919.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[anmichi's solution](#)

920.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[anmichi's solution](#)

921.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[anmichi's solution](#)

922.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[anmichi's solution](#)

923.

1102C

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924.

1133C

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925.

1133B

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926.

1006C

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927.

1006B

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928.

1520D

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929.

1514B

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930.

1512D

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931.

1512C

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932.

1504B

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933.

1154B

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934.

1406B

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935.

1497C1

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936.

1497B

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937.

1495A

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938.

1491B

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939.

1485B

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940.

1490D

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941.

1487B

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942.

1454C

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943.

1472D

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944.

1455B

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945.

1437B

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946.

1257C

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Quality: 17,145 global accepts · Rating: 1200 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
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947.

1433D

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948.

1384A

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949.

1419B

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950.

1420B

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951.

1409C

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1203B

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59B

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954.

1399C

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18C

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956.

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958.

1371B

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960.

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961.

1363A

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962.

1196B

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963.

1015B

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964.

1354B

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965.

4B

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966.

1355B

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967.

1355A

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968.

1213C

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1343C

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970.

1352C

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971.

1352B

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972.

1339B

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973.

1334A

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974.

1272C

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975.

1272B

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976.

1327B

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977.

1294B

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1328C

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979.

1311B

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980.

1305B

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977C

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982.

1055B

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983.

889A

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984.

2201A1

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985.

2187A

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986.

1844C

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2181A

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988.

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989.

2165A

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990.

1942C1

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991.

1991C

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992.

1870C

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993.

2101A

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994.

2152B

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995.

2150A

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996.

2143C

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997.

1889A

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998.

1868A

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999.

1819A

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1000.

1534C

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1001.

2127B

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1002.

2129A

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1003.

2124C

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1004.

1209B

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1005.

1774C

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1006.

2121D

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1007.

1237B

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1008.

1178C

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1009.

1178B

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1010.

1815A

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1011.

932B

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1012.

1007A

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1013.

956A

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1014.

871A

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Rating: 1300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[anmichi's solution](#)

1015.

840A

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Quality: 7,471 global accepts · Rating: 1300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

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1016.

755C

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1017.

2064C

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Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

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1018.

722A

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Quality: 6,961 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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1019.

2023A

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1020.

1220C

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1021.

1220B

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Quality: 12,136 global accepts · Rating: 1300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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1022.

1063A

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Quality: 11,056 global accepts · Rating: 1300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
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1023.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[anmichi's solution](#)

1024.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[anmichi's solution](#)

1025.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[anmichi's solution](#)

1026.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[anmichi's solution](#)

1027.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[anmichi's solution](#)

1028.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[anmichi's solution](#)

1029.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

1030.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[anmichi's solution](#)

1031.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[anmichi's solution](#)

1032.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[anmichi's solution](#)

1033.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

1034.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[anmichi's solution](#)

1035.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[anmichi's solution](#)

1036.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[anmichi's solution](#)

1037.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[anmichi's solution](#)

1038.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[anmichi's solution](#)

1039.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[anmichi's solution](#)

1040.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[anmichi's solution](#)

1041.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,149 global accepts · Rating: 1300 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[anmichi's solution](#)

1042.

1668C

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

Rating: 1300 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[anmichi's solution](#)

1043.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[anmichi's solution](#)

1044.

1676G

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

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[anmichi's solution](#)

1045.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees
[anmichi's solution](#)

1046.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[anmichi's solution](#)

1047.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[anmichi's solution](#)

1048.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

1049.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[anmichi's solution](#)

1050.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[anmichi's solution](#)

1051.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[anmichi's solution](#)

1052.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[anmichi's solution](#)

1053.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[anmichi's solution](#)

1054.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[anmichi's solution](#)

1055.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

1056.

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,702 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[anmichi's solution](#)

1057.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[anmichi's solution](#)

1058.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[anmichi's solution](#)

1059.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[anmichi's solution](#)

1060.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[anmichi's solution](#)

1061.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, strings

[anmichi's solution](#)

1062.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[anmichi's solution](#)

1063.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

1064.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[anmichi's solution](#)

1065.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[anmichi's solution](#)

1066.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[anmichi's solution](#)

1067.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[anmichi's solution](#)

1068.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[anmichi's solution](#)

1069.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[anmichi's solution](#)

1070.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[anmichi's solution](#)

1071.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[anmichi's solution](#)

1072.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

1073.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[anmichi's solution](#)

1074.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[anmichi's solution](#)

1075.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[anmichi's solution](#)

1076.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[anmichi's solution](#)

1077.

1602C

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

Rating: 1300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory
[anmichi's solution](#)

1078.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[anmichi's solution](#)

1079.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[anmichi's solution](#)

1080.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[anmichi's solution](#)

1081.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[anmichi's solution](#)

1082.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[anmichi's solution](#)

1083.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[anmichi's solution](#)

1084.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[anmichi's solution](#)

1085.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[anmichi's solution](#)

1086.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[anmichi's solution](#)

1087.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

1088.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[anmichi's solution](#)

1089.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[anmichi's solution](#)

1090.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[anmichi's solution](#)

1091.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

1092.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[anmichi's solution](#)

1093.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[anmichi's solution](#)

1094.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[anmichi's solution](#)

1095.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anmichi's solution](#)

1096.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anmichi's solution](#)

1097.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anmichi's solution](#)

1098.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[anmichi's solution](#)

1099.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anmichi's solution](#)

1100.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

1101.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[anmichi's solution](#)

1102.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[anmichi's solution](#)

1103.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[anmichi's solution](#)

1104.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[anmichi's solution](#)

1105.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,147 global accepts · Rating: 1300 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anmichi's solution](#)**1106.**

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

[anmichi's solution](#)**1107.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[anmichi's solution](#)**1108.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[anmichi's solution](#)**1109.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[anmichi's solution](#)**1110.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)**1111.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[anmichi's solution](#)**1112.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[anmichi's solution](#)**1113.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[anmichi's solution](#)**1114.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[anmichi's solution](#)**1115.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[anmichi's solution](#)

1116.

1382C1

[Prefix Flip \(Easy Version\) · Tutorial](#)

Quality: 1300 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[anmichi's solution](#)

1117.

41C

[Email address · Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, implementation

[anmichi's solution](#)

1118.

1372B

[Omkar and Last Class of Math · Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[anmichi's solution](#)

1119.

1371C

[A Cookie for You · Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[anmichi's solution](#)

1120.

1176C

[Lose it! · Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[anmichi's solution](#)

1121.

1373C

[Pluses and Minuses · Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

1122.

1367C

[Social Distance · Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[anmichi's solution](#)

1123.

1364B

[Most socially-distanced subsequence · Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[anmichi's solution](#)

1124.

1366B

[Shuffle · Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[anmichi's solution](#)

1125.

1260B

[Obtain Two Zeroes · Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[anmichi's solution](#)

1126.

158D

[Ice Sculptures · Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, number theory

[anmichi's solution](#)

1127.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

1128.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

1129.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[anmichi's solution](#)

1130.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[anmichi's solution](#)

1131.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anmichi's solution](#)

1132.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[anmichi's solution](#)

1133.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[anmichi's solution](#)

1134.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,144 global accepts · Rating: 1300 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[anmichi's solution](#)

1135.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, strings

[anmichi's solution](#)

1136.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

1137.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

1138.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

1139.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[anmichi's solution](#)

1140.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[anmichi's solution](#)

1141.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[anmichi's solution](#)

1142.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[anmichi's solution](#)

1143.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[anmichi's solution](#)

1144.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[anmichi's solution](#)

1145.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[anmichi's solution](#)

1146.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[anmichi's solution](#)

1147.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[anmichi's solution](#)

1148.

2190B1

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

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[anmichi's solution](#)

1149.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[anmichi's solution](#)

1150.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

1151.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[anmichi's solution](#)

1152.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[anmichi's solution](#)

1153.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[anmichi's solution](#)

1154.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[anmichi's solution](#)

1155.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

1156.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[anmichi's solution](#)

1157.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[anmichi's solution](#)

1158.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[anmichi's solution](#)

1159.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[anmichi's solution](#)

1160.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[anmichi's solution](#)

1161.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[anmichi's solution](#)

1162.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[anmichi's solution](#)

1163.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[anmichi's solution](#)

1164.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[anmichi's solution](#)

1165.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

1166.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[anmichi's solution](#)

1167.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[anmichi's solution](#)

1168.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[anmichi's solution](#)

1169.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[anmichi's solution](#)

1170.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[anmichi's solution](#)

1171.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[anmichi's solution](#)

1172.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[anmichi's solution](#)

1173.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[anmichi's solution](#)

1174.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[anmichi's solution](#)

1175.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[anmichi's solution](#)

1176.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[anmichi's solution](#)

1177.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, implementation, math

[anmichi's solution](#)

1178.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[anmichi's solution](#)

1179.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[anmichi's solution](#)

1180.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[anmichi's solution](#)

1181.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[anmichi's solution](#)

1182.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,944 global accepts · Rating: 1400 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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1183.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[anmichi's solution](#)

1184.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[anmichi's solution](#)

1185.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[anmichi's solution](#)

1186.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

1187.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[anmichi's solution](#)

1188.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[anmichi's solution](#)

1189.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[anmichi's solution](#)

1190.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[anmichi's solution](#)

1191.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers
[anmichi's solution](#)

1192.

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
[anmichi's solution](#)

1193.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[anmichi's solution](#)

1194.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[anmichi's solution](#)

1195.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[anmichi's solution](#)

1196.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[anmichi's solution](#)

1197.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[anmichi's solution](#)

1198.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

1199.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

1200.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[anmichi's solution](#)

1201.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[anmichi's solution](#)

1202.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

1203.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[anmichi's solution](#)

1204.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers
[anmichi's solution](#)

1205.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[anmichi's solution](#)

1206.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[anmichi's solution](#)

1207.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation
[anmichi's solution](#)

1208.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[anmichi's solution](#)

1209.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

1210.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[anmichi's solution](#)

1211.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[anmichi's solution](#)

1212.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[anmichi's solution](#)

1213.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[anmichi's solution](#)

1214.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

1215.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[anmichi's solution](#)

1216.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[anmichi's solution](#)

1217.

1676H1

[Maximum Crossings \(Easy Version\) · Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[anmichi's solution](#)

1218.

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[anmichi's solution](#)

1219.

1648A

[Weird Sum · Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[anmichi's solution](#)

1220.

1644C

[Increase Subarray Sums · Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[anmichi's solution](#)

1221.

1634B

[Fortune Telling · Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[anmichi's solution](#)

1222.

1009B

[Minimum Ternary String · Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

1223.

1628A

[Maximum Array · Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[anmichi's solution](#)

1224.

1627C

[Not Assigning · Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

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1225.

1624D

[Palindromes Coloring · Tutorial](#)

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[anmichi's solution](#)

1226.

1066C

[Books Queries · Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

1227.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,003 global accepts · Rating: 1400 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[anmichi's solution](#)

1228.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, interactive, math
[anmichi's solution](#)

1229.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[anmichi's solution](#)

1230.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[anmichi's solution](#)

1231.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[anmichi's solution](#)

1232.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings
[anmichi's solution](#)

1233.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[anmichi's solution](#)

1234.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[anmichi's solution](#)

1235.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[anmichi's solution](#)

1236.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[anmichi's solution](#)

1237.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[anmichi's solution](#)

1238.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[anmichi's solution](#)

1239.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[anmichi's solution](#)

1240.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[anmichi's solution](#)

1241.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[anmichi's solution](#)

1242.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[anmichi's solution](#)

1243.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[anmichi's solution](#)

1244.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[anmichi's solution](#)

1245.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[anmichi's solution](#)

1246.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[anmichi's solution](#)

1247.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy,

implementation, strings, two pointers

[anmichi's solution](#)

1248.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

1249.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,611 global accepts · Rating: 1400 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[anmichi's solution](#)

1250.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[anmichi's solution](#)

1251.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[anmichi's solution](#)

1252.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

1253.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[anmichi's solution](#)

1254.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[anmichi's solution](#)

1255.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[anmichi's solution](#)

1256.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

1257.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[anmichi's solution](#)

1258.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[anmichi's solution](#)

1259.

1443C

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

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[anmichi's solution](#)

1260.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[anmichi's solution](#)

1261.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[anmichi's solution](#)

1262.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 1400 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[anmichi's solution](#)

1263.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[anmichi's solution](#)

1264.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[anmichi's solution](#)

1265.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

1266.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[anmichi's solution](#)

1267.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[anmichi's solution](#)

1268.

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
[anmichi's solution](#)

1269.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2020-08-27 · Q# (first AC) · Tags: *special
[anmichi's solution](#)

1270.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2020-08-27 · Q# (first AC) · Tags: *special
[anmichi's solution](#)

1271.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2020-08-26 · Q# (first AC) · Tags: *special
[anmichi's solution](#)

1272.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[anmichi's solution](#)

1273.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[anmichi's solution](#)

1274.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[anmichi's solution](#)

1275.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu
[anmichi's solution](#)

1276.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[anmichi's solution](#)

1277.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[anmichi's solution](#)

1278.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[anmichi's solution](#)

1279.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,091 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers
[anmichi's solution](#)

1280.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers
[anmichi's solution](#)

1281.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[anmichi's solution](#)

1282.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[anmichi's solution](#)

1283.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,391 global accepts · Rating: 1400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, implementation
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1284.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[anmichi's solution](#)

1285.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[anmichi's solution](#)

1286.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[anmichi's solution](#)

1287.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[anmichi's solution](#)

1288.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[anmichi's solution](#)

1289.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, sortings
[anmichi's solution](#)

1290.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[anmichi's solution](#)

1291.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search
[anmichi's solution](#)

1292.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

1293.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[anmichi's solution](#)

1294.

1348B

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Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[anmichi's solution](#)

1295.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[anmichi's solution](#)

1296.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[anmichi's solution](#)

1297.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[anmichi's solution](#)

1298.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[anmichi's solution](#)

1299.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[anmichi's solution](#)

1300.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[anmichi's solution](#)

1301.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

1302.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,732 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

1303.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[anmichi's solution](#)

1304.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

1305.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

1306.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[anmichi's solution](#)

1307.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[anmichi's solution](#)

1308.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[anmichi's solution](#)

1309.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[anmichi's solution](#)

1310.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[anmichi's solution](#)

1311.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[anmichi's solution](#)

1312.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

1313.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[anmichi's solution](#)

1314.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[anmichi's solution](#)

1315.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[anmichi's solution](#)

1316.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[anmichi's solution](#)

1317.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[anmichi's solution](#)

1318.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[anmichi's solution](#)

1319.

1924A

[Did We Get Everything Covered? · Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[anmichi's solution](#)

1320.

724B

[Batch Sort · Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[anmichi's solution](#)

1321.

1209C

[Paint the Digits · Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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1322.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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1323.

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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1324.

908C

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Quality: 7,203 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math

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1325.

1043C

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Quality: 7,224 global accepts · Rating: 1500 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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1326.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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1327.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

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1328.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, sortings

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1329.

859C

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Quality: 6,076 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

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1330.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

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1331.

891A

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Quality: 14,280 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

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1332.

875B

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Quality: 5,392 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation, sortings, two pointers

[anmichi's solution](#)

1333.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

1334.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[anmichi's solution](#)

1335.

2077A

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Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[anmichi's solution](#)

1336.

809A

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Quality: 4,875 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, sortings

[anmichi's solution](#)

1337.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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1338.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[anmichi's solution](#)

1339.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
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1340.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
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1341.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, trees
[anmichi's solution](#)

1342.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
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1343.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
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1344.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[anmichi's solution](#)

1345.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
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1346.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[anmichi's solution](#)

1347.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs
[anmichi's solution](#)

1348.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[anmichi's solution](#)

1349.

1179A

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Quality: 11,798 global accepts · Rating: 1500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
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1350.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[anmichi's solution](#)

1351.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[anmichi's solution](#)

1352.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

1353.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[anmichi's solution](#)

1354.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[anmichi's solution](#)

1355.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[anmichi's solution](#)

1356.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[anmichi's solution](#)

1357.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[anmichi's solution](#)

1358.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1359.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[anmichi's solution](#)

1360.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[anmichi's solution](#)

1361.

1842C

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Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

1362.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[anmichi's solution](#)

1363.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[anmichi's solution](#)

1364.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[anmichi's solution](#)

1365.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[anmichi's solution](#)

1366.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[anmichi's solution](#)

1367.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[anmichi's solution](#)

1368.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[anmichi's solution](#)

1369.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

1370.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[anmichi's solution](#)

1371.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[anmichi's solution](#)

1372.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[anmichi's solution](#)

1373.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[anmichi's solution](#)

1374.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

[anmichi's solution](#)

1375.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[anmichi's solution](#)

1376.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[anmichi's solution](#)

1377.

1659C

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Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

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1378.

1651C

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Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

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1379.

1646C

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1380.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

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1381.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1382.

1101C

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Quality: 12,034 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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1383.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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1384.

1066B

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Quality: 9,380 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

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1385.

1167D

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1386.

1307C

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1387.

1545A

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Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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1388.

1616C

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1389.

1611D

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1390.

1614C

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Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
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1391.

1553D

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1392.

1005D

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Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory
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1393.

1579C

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Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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1394.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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1395.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[anmichi's solution](#)

1396.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[anmichi's solution](#)

1397.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

1398.

1542B

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Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[anmichi's solution](#)

1399.

1547E

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Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
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1400.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[anmichi's solution](#)

1401.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[anmichi's solution](#)

1402.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[anmichi's solution](#)

1403.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[anmichi's solution](#)

1404.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[anmichi's solution](#)

1405.

1538F

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

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

[anmichi's solution](#)

1406.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[anmichi's solution](#)

1407.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[anmichi's solution](#)

1408.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[anmichi's solution](#)

1409.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anmichi's solution](#)

1410.

1506E

[Restoring the Permutation](#) · [Tutorial](#)

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

1411.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[anmichi's solution](#)

1412.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[anmichi's solution](#)

1413.

609C

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Quality: 7,397 global accepts · Rating: 1500 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[anmichi's solution](#)

1414.

1436C

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Quality: 11,669 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[anmichi's solution](#)

1415.

1461C

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Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

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1416.

1490F

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Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[anmichi's solution](#)

1417.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[anmichi's solution](#)

1418.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[anmichi's solution](#)

1419.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[anmichi's solution](#)

1420.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

1421.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[anmichi's solution](#)

1422.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[anmichi's solution](#)

1423.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[anmichi's solution](#)

1424.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[anmichi's solution](#)

1425.

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[anmichi's solution](#)

1426.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[anmichi's solution](#)

1427.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[anmichi's solution](#)

1428.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[anmichi's solution](#)

1429.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[anmichi's solution](#)

1430.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[anmichi's solution](#)

1431.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[anmichi's solution](#)

1432.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

1433.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[anmichi's solution](#)

1434.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search

[anmichi's solution](#)

1435.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[anmichi's solution](#)

1436.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[anmichi's solution](#)

1437.

1379B

[Dubious Cyprto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[anmichi's solution](#)

1438.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[anmichi's solution](#)

1439.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[anmichi's solution](#)

1440.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[anmichi's solution](#)

1441.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

1442.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[anmichi's solution](#)

1443.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[anmichi's solution](#)

1444.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[anmichi's solution](#)

1445.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[anmichi's solution](#)

1446.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

1447.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: math
[anmichi's solution](#)

1448.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[anmichi's solution](#)

1449.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[anmichi's solution](#)

1450.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[anmichi's solution](#)

1451.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[anmichi's solution](#)

1452.

1323B

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

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation
[anmichi's solution](#)

1453.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

1454.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

1455.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[anmichi's solution](#)

1456.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[anmichi's solution](#)

1457.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[anmichi's solution](#)

1458.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[anmichi's solution](#)

1459.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[anmichi's solution](#)

1460.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[anmichi's solution](#)

1461.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[anmichi's solution](#)

1462.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math

[anmichi's solution](#)

1463.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

1464.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[anmichi's solution](#)

1465.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[anmichi's solution](#)

1466.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games

[anmichi's solution](#)

1467.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[anmichi's solution](#)

1468.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[anmichi's solution](#)

1469.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[anmichi's solution](#)

1470.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[anmichi's solution](#)

1471.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[anmichi's solution](#)

1472.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[anmichi's solution](#)

1473.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[anmichi's solution](#)

1474.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[anmichi's solution](#)

1475.

1782C

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

Rating: 1600 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[anmichi's solution](#)

1476.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[anmichi's solution](#)

1477.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers
[anmichi's solution](#)

1478.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[anmichi's solution](#)

1479.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[anmichi's solution](#)

1480.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory
[anmichi's solution](#)

1481.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[anmichi's solution](#)

1482.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[anmichi's solution](#)

1483.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[anmichi's solution](#)

1484.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[anmichi's solution](#)

1485.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, two pointers

[anmichi's solution](#)

1486.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[anmichi's solution](#)

1487.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[anmichi's solution](#)

1488.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[anmichi's solution](#)

1489.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[anmichi's solution](#)

1490.

966A

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

Rating: 1600 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[anmichi's solution](#)

1491.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[anmichi's solution](#)

1492.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[anmichi's solution](#)

1493.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[anmichi's solution](#)

1494.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[anmichi's solution](#)

1495.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, sortings

[anmichi's solution](#)

1496.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[anmichi's solution](#)

1497.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[anmichi's solution](#)

1498.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[anmichi's solution](#)

1499.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[anmichi's solution](#)

1500.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[anmichi's solution](#)

1501.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

1502.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[anmichi's solution](#)

1503.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers

[anmichi's solution](#)

1504.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[anmichi's solution](#)

1505.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[anmichi's solution](#)

1506.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[anmichi's solution](#)

1507.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu

[anmichi's solution](#)

1508.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math

[anmichi's solution](#)

1509.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[anmichi's solution](#)

1510.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[anmichi's solution](#)

1511.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[anmichi's solution](#)

1512.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[anmichi's solution](#)

1513.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[anmichi's solution](#)

1514.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[anmichi's solution](#)

1515.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[anmichi's solution](#)

1516.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, probabilities, strings

[anmichi's solution](#)

1517.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

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1518.

986A

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Quality: 8,332 global accepts · Rating: 1600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

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1519.

2018A

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Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

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1520.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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1521.

1109A

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Quality: 9,037 global accepts · Rating: 1600 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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1522.

1086A

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Rating: 1600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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1523.

1137A

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1524.

1137B

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Quality: 7,012 global accepts · Rating: 1600 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, strings
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1525.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: trees
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1526.

1246A

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Rating: 1600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math
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1527.

1240A

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Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[anmichi's solution](#)

1528.

2004D

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Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
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1529.

1261B1

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[anmichi's solution](#)

1530.

1290A

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Quality: 8,901 global accepts · Rating: 1600 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
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1531.

1349A

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1532.

1994C

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1533.

1396A

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number theory

[anmichi's solution](#)

1534.

1976C

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[anmichi's solution](#)

1535.

1766D

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Quality: 10,547 global accepts · Rating: 1600 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[anmichi's solution](#)

1536.

1779C

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1537.

1741E

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[anmichi's solution](#)

1538.

1753B

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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1539.

1730B

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Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[anmichi's solution](#)

1540.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[anmichi's solution](#)

1541.

1722E

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Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[anmichi's solution](#)

1542.

1714D

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Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[anmichi's solution](#)

1543.

1703G

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Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy,

math

[anmichi's solution](#)

1544.

1702E

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Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[anmichi's solution](#)

1545.

1698D

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Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[anmichi's solution](#)

1546.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[anmichi's solution](#)

1547.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[anmichi's solution](#)

1548.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[anmichi's solution](#)

1549.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[anmichi's solution](#)

1550.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[anmichi's solution](#)

1551.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[anmichi's solution](#)

1552.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

1553.

1483A

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Rating: 1600 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[anmichi's solution](#)

1554.

1671D

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Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[anmichi's solution](#)

1555.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[anmichi's solution](#)

1556.

1660E

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Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[anmichi's solution](#)

1557.

1660D

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Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[anmichi's solution](#)

1558.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[anmichi's solution](#)

1559.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[anmichi's solution](#)

1560.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[anmichi's solution](#)

1561.

1096C

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Quality: 7,239 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[anmichi's solution](#)

1562.

1623C

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Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[anmichi's solution](#)

1563.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[anmichi's solution](#)

1564.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[anmichi's solution](#)

1565.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,989 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[anmichi's solution](#)

1566.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

1567.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[anmichi's solution](#)

1568.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[anmichi's solution](#)

1569.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[anmichi's solution](#)

1570.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[anmichi's solution](#)

1571.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[anmichi's solution](#)

1572.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[anmichi's solution](#)

1573.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

1574.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy
[anmichi's solution](#)

1575.

1175B

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Quality: 12,432 global accepts · Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation
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1576.

1029C

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Quality: 8,275 global accepts · Rating: 1600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
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1577.

1567C

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Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1578.

1459C

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Rating: 1600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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1579.

1217B

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Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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1580.

1198B

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Quality: 9,988 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings
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1581.

1198A

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Quality: 10,133 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers
[anmichi's solution](#)

1582.

1484C

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Rating: 1600 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, greedy, implementation
[anmichi's solution](#)

1583.

1539D

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Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[anmichi's solution](#)

1584.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[anmichi's solution](#)

1585.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[anmichi's solution](#)

1586.

1238C

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Quality: 7,852 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[anmichi's solution](#)

1587.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[anmichi's solution](#)

1588.

1555D

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Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[anmichi's solution](#)

1589.

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

[anmichi's solution](#)

1590.

1003D

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Quality: 8,560 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anmichi's solution](#)

1591.

1537E1

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Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[anmichi's solution](#)

1592.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[anmichi's solution](#)

1593.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,735 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[anmichi's solution](#)

1594.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[anmichi's solution](#)

1595.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[anmichi's solution](#)

1596.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[anmichi's solution](#)

1597.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[anmichi's solution](#)

1598.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[anmichi's solution](#)

1599.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[anmichi's solution](#)

1600.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[anmichi's solution](#)

1601.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[anmichi's solution](#)

1602.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[anmichi's solution](#)

1603.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[anmichi's solution](#)

1604.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[anmichi's solution](#)

1605.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number

theory

[anmichi's solution](#)

1606.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[anmichi's solution](#)

1607.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

1608.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[anmichi's solution](#)

1609.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[anmichi's solution](#)

1610.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[anmichi's solution](#)

1611.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[anmichi's solution](#)

1612.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[anmichi's solution](#)

1613.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[anmichi's solution](#)

1614.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[anmichi's solution](#)

1615.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[anmichi's solution](#)

1616.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[anmichi's solution](#)

1617.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[anmichi's solution](#)

1618.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[anmichi's solution](#)

1619.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[anmichi's solution](#)

1620.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[anmichi's solution](#)

1621.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[anmichi's solution](#)

1622.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[anmichi's solution](#)

1623.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

1624.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[anmichi's solution](#)

1625.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2020-08-27 · Q# (first AC) · Tags: *special
[anmichi's solution](#)

1626.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[anmichi's solution](#)

1627.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[anmichi's solution](#)

1628.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[anmichi's solution](#)

1629.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[anmichi's solution](#)

1630.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[anmichi's solution](#)

1631.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[anmichi's solution](#)

1632.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[anmichi's solution](#)

1633.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[anmichi's solution](#)

1634.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[anmichi's solution](#)

1635.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

1636.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[anmichi's solution](#)

1637.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2020-06-04 · Python 3 (first AC) · Tags: math

[anmichi's solution](#)

1638.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

1639.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[anmichi's solution](#)

1640.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[anmichi's solution](#)

1641.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[anmichi's solution](#)

1642.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

1643.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[anmichi's solution](#)

1644.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

1645.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[anmichi's solution](#)

1646.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[anmichi's solution](#)

1647.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[anmichi's solution](#)

1648.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

1649.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anmichi's solution](#)

1650.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[anmichi's solution](#)

1651.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[anmichi's solution](#)

1652.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[anmichi's solution](#)

1653.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[anmichi's solution](#)

1654.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

1655.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[anmichi's solution](#)

1656.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[anmichi's solution](#)

1657.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, interactive

[anmichi's solution](#)

1658.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[anmichi's solution](#)

1659.

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

1660.

2201A2

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

Quality: 5,085 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

1661.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[anmichi's solution](#)

1662.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

1663.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[anmichi's solution](#)

1664.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[anmichi's solution](#)

1665.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[anmichi's solution](#)

1666.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[anmichi's solution](#)

1667.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[anmichi's solution](#)

1668.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[anmichi's solution](#)

1669.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[anmichi's solution](#)

1670.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[anmichi's solution](#)

1671.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[anmichi's solution](#)

1672.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[anmichi's solution](#)

1673.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[anmichi's solution](#)

1674.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[anmichi's solution](#)

1675.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[anmichi's solution](#)

1676.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[anmichi's solution](#)

1677.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[anmichi's solution](#)

1678.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[anmichi's solution](#)

1679.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[anmichi's solution](#)

1680.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[anmichi's solution](#)

1681.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[anmichi's solution](#)

1682.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, math

[anmichi's solution](#)

1683.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[anmichi's solution](#)

1684.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[anmichi's solution](#)

1685.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[anmichi's solution](#)

1686.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[anmichi's solution](#)

1687.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[anmichi's solution](#)

1688.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[anmichi's solution](#)

1689.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[anmichi's solution](#)

1690.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[anmichi's solution](#)

1691.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[anmichi's solution](#)

1692.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[anmichi's solution](#)

1693.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[anmichi's solution](#)

1694.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[anmichi's solution](#)

1695.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[anmichi's solution](#)

1696.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: sortings, two pointers

[anmichi's solution](#)

1697.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[anmichi's solution](#)

1698.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

1699.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[anmichi's solution](#)

1700.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[anmichi's solution](#)

1701.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[anmichi's solution](#)

1702.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[anmichi's solution](#)

1703.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar

[anmichi's solution](#)

1704.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[anmichi's solution](#)

1705.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings

[anmichi's solution](#)

1706.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[anmichi's solution](#)

1707.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[anmichi's solution](#)

1708.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar

[anmichi's solution](#)

1709.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

1710.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

1711.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[anmichi's solution](#)

1712.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[anmichi's solution](#)

1713.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[anmichi's solution](#)

1714.

696B

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Quality: 3,801 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, probabilities, trees

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1715.

685A

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Quality: 4,502 global accepts · Rating: 1700 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

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1716.

2039D

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Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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1717.

2029C

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Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

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1718.

2023B

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1719.

2030D

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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

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1720.

947A

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1721.

983A

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1722.

1019A

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Quality: 4,857 global accepts · Rating: 1700 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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1723.

2018C

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1724.

1086B

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1725.

1129A1

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Quality: 3,944 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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1726.

1142A

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Quality: 3,581 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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1727.

2006A

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Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

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1728.

1168A

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Quality: 7,596 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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1729.

1254A

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Quality: 5,515 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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1730.

1239A

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Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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1731.

1229A

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Rating: 1700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy

[anmichi's solution](#)

1732.

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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1733.

1261A

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Rating: 1700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[anmichi's solution](#)

1734.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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1735.

1999G2

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Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

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1736.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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1737.

1292B

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Quality: 6,769 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[anmichi's solution](#)

1738.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[anmichi's solution](#)

1739.

1992E

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Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[anmichi's solution](#)

1740.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[anmichi's solution](#)

1741.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[anmichi's solution](#)

1742.

1969C

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Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[anmichi's solution](#)

1743.

1948D

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Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[anmichi's solution](#)

1744.

1934C

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Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

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1745.

1779D

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Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

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1746.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[anmichi's solution](#)

1747.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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1748.

1772E

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Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: games

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1749.

1722F

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Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[anmichi's solution](#)

1750.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[anmichi's solution](#)**1751.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[anmichi's solution](#)**1752.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[anmichi's solution](#)**1753.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[anmichi's solution](#)**1754.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[anmichi's solution](#)**1755.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[anmichi's solution](#)**1756.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[anmichi's solution](#)**1757.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[anmichi's solution](#)**1758.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[anmichi's solution](#)**1759.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp,

graphs, greedy, shortest paths

[anmichi's solution](#)

1760.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[anmichi's solution](#)

1761.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[anmichi's solution](#)

1762.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[anmichi's solution](#)

1763.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[anmichi's solution](#)

1764.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[anmichi's solution](#)

1765.

1678D

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

Rating: 1700 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[anmichi's solution](#)

1766.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[anmichi's solution](#)

1767.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[anmichi's solution](#)

1768.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[anmichi's solution](#)

1769.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, implementation

[anmichi's solution](#)

1770.

1037D

[Valid BFS? · Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[anmichi's solution](#)

1771.

1672D

[Cyclic Rotation · Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[anmichi's solution](#)

1772.

1661C

[Water the Trees · Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

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1773.

1660F1

[Promising String \(easy version\) · Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[anmichi's solution](#)

1774.

1658C

[Shinju and the Lost Permutation · Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1775.

1644D

[Cross Coloring · Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

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1776.

1009C

[Annoying Present · Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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1777.

1009D

[Relatively Prime Graph · Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[anmichi's solution](#)

1778.

1628B

[Peculiar Movie Preferences · Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[anmichi's solution](#)

1779.

1626C

[Monsters And Spells · Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[anmichi's solution](#)

1780.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

1781.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[anmichi's solution](#)

1782.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[anmichi's solution](#)

1783.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

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1784.

1619E

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Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

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1785.

1132C

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Quality: 5,705 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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1786.

1528B

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Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

1787.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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1788.

1618E

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Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1789.

1608C

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Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[anmichi's solution](#)

1790.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

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1791.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[anmichi's solution](#)

1792.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[anmichi's solution](#)

1793.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[anmichi's solution](#)

1794.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[anmichi's solution](#)

1795.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[anmichi's solution](#)

1796.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[anmichi's solution](#)

1797.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[anmichi's solution](#)

1798.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, shortest paths

[anmichi's solution](#)

1799.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[anmichi's solution](#)

1800.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, ternary search

[anmichi's solution](#)

1801.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force

[anmichi's solution](#)

1802.

1561D1

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Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[anmichi's solution](#)

1803.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[anmichi's solution](#)

1804.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[anmichi's solution](#)

1805.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[anmichi's solution](#)

1806.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

1807.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[anmichi's solution](#)

1808.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[anmichi's solution](#)

1809.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)

1810.

1118D2

[Coffee and Coursework \(Hard Version\) · Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[anmichi's solution](#)

1811.

1118D1

[Coffee and Coursework \(Easy version\) · Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[anmichi's solution](#)

1812.

1118C

[Palindromic Matrix · Tutorial](#)

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[anmichi's solution](#)

1813.

1550C

[Manhattan Subarrays · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[anmichi's solution](#)

1814.

1023D

[Array Restoration · Tutorial](#)

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[anmichi's solution](#)

1815.

1537D

[Deleting Divisors · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[anmichi's solution](#)

1816.

1529D

[Kavi on Pairing Duty · Tutorial](#)

Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[anmichi's solution](#)

1817.

1538D

[Another Problem About Dividing Numbers · Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[anmichi's solution](#)

1818.

1102E

[Monotonic Renumeration · Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings
[anmichi's solution](#)

1819.

1006D

[Two Strings Swaps · Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[anmichi's solution](#)

1820.

1516C

[Baby Ehab Partitions Again · Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[anmichi's solution](#)

1821.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[anmichi's solution](#)

1822.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[anmichi's solution](#)

1823.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[anmichi's solution](#)

1824.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anmichi's solution](#)

1825.

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

[anmichi's solution](#)

1826.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[anmichi's solution](#)

1827.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[anmichi's solution](#)

1828.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[anmichi's solution](#)

1829.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[anmichi's solution](#)

1830.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary

search

[anmichi's solution](#)

1831.

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[anmichi's solution](#)

1832.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[anmichi's solution](#)

1833.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[anmichi's solution](#)

1834.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[anmichi's solution](#)

1835.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[anmichi's solution](#)

1836.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[anmichi's solution](#)

1837.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[anmichi's solution](#)

1838.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[anmichi's solution](#)

1839.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[anmichi's solution](#)

1840.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)

1841.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[anmichi's solution](#)

1842.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[anmichi's solution](#)

1843.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[anmichi's solution](#)

1844.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[anmichi's solution](#)

1845.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

1846.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[anmichi's solution](#)

1847.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[anmichi's solution](#)

1848.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[anmichi's solution](#)

1849.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[anmichi's solution](#)

1850.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[anmichi's solution](#)

1851.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[anmichi's solution](#)

1852.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[anmichi's solution](#)

1853.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[anmichi's solution](#)

1854.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)

1855.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[anmichi's solution](#)

1856.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[anmichi's solution](#)

1857.

1321D

[Navigation System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[anmichi's solution](#)

1858.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 1700 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

1859.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[anmichi's solution](#)

1860.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

1861.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[anmichi's solution](#)

1862.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: strings

[anmichi's solution](#)

1863.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[anmichi's solution](#)

1864.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[anmichi's solution](#)

1865.

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

1866.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[anmichi's solution](#)

1867.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[anmichi's solution](#)

1868.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[anmichi's solution](#)

1869.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[anmichi's solution](#)

1870.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[anmichi's solution](#)

1871.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[anmichi's solution](#)

1872.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[anmichi's solution](#)

1873.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[anmichi's solution](#)

1874.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers
[anmichi's solution](#)

1875.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[anmichi's solution](#)

1876.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[anmichi's solution](#)

1877.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[anmichi's solution](#)

1878.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[anmichi's solution](#)

1879.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[anmichi's solution](#)

1880.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[anmichi's solution](#)

1881.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[anmichi's solution](#)

1882.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

1883.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[anmichi's solution](#)

1884.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[anmichi's solution](#)

1885.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[anmichi's solution](#)

1886.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[anmichi's solution](#)

1887.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[anmichi's solution](#)

1888.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[anmichi's solution](#)

1889.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[anmichi's solution](#)

1890.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[anmichi's solution](#)

1891.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[anmichi's solution](#)

1892.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[anmichi's solution](#)

1893.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[anmichi's solution](#)

1894.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[anmichi's solution](#)

1895.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[anmichi's solution](#)

1896.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 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

[anmichi's solution](#)

1897.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[anmichi's solution](#)

1898.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[anmichi's solution](#)

1899.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, trees

[anmichi's solution](#)

1900.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[anmichi's solution](#)

1901.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[anmichi's solution](#)

1902.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, sortings

[anmichi's solution](#)

1903.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[anmichi's solution](#)

1904.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[anmichi's solution](#)

1905.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[anmichi's solution](#)

1906.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[anmichi's solution](#)

1907.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,122 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[anmichi's solution](#)

1908.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

1909.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[anmichi's solution](#)

1910.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[anmichi's solution](#)

1911.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

1912.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[anmichi's solution](#)

1913.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[anmichi's solution](#)

1914.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[anmichi's solution](#)

1915.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[anmichi's solution](#)

1916.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[anmichi's solution](#)

1917.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[anmichi's solution](#)

1918.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[anmichi's solution](#)

1919.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[anmichi's solution](#)

1920.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[anmichi's solution](#)

1921.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2025-02-19 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[anmichi's solution](#)

1922.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[anmichi's solution](#)

1923.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[anmichi's solution](#)

1924.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[anmichi's solution](#)

1925.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[anmichi's solution](#)

1926.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[anmichi's solution](#)

1927.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings, trees

[anmichi's solution](#)

1928.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[anmichi's solution](#)

1929.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[anmichi's solution](#)

1930.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[anmichi's solution](#)

1931.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[anmichi's solution](#)

1932.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[anmichi's solution](#)**1933.**

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[anmichi's solution](#)**1934.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[anmichi's solution](#)**1935.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[anmichi's solution](#)**1936.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, strings

[anmichi's solution](#)**1937.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[anmichi's solution](#)**1938.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[anmichi's solution](#)**1939.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[anmichi's solution](#)**1940.**

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

[anmichi's solution](#)**1941.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[anmichi's solution](#)**1942.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

1943.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: games

[anmichi's solution](#)

1944.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[anmichi's solution](#)

1945.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math

[anmichi's solution](#)

1946.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[anmichi's solution](#)

1947.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[anmichi's solution](#)

1948.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[anmichi's solution](#)

1949.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[anmichi's solution](#)

1950.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[anmichi's solution](#)

1951.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[anmichi's solution](#)

1952.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[anmichi's solution](#)

1953.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[anmichi's solution](#)

1954.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[anmichi's solution](#)

1955.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[anmichi's solution](#)

1956.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[anmichi's solution](#)

1957.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[anmichi's solution](#)

1958.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[anmichi's solution](#)

1959.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[anmichi's solution](#)

1960.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[anmichi's solution](#)

1961.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[anmichi's solution](#)

1962.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[anmichi's solution](#)

1963.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[anmichi's solution](#)

1964.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[anmichi's solution](#)

1965.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[anmichi's solution](#)

1966.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[anmichi's solution](#)

1967.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[anmichi's solution](#)

1968.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[anmichi's solution](#)

1969.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[anmichi's solution](#)

1970.

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[anmichi's solution](#)

1971.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[anmichi's solution](#)

1972.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[anmichi's solution](#)

1973.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[anmichi's solution](#)

1974.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[anmichi's solution](#)

1975.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[anmichi's solution](#)

1976.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

1977.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[anmichi's solution](#)

1978.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[anmichi's solution](#)

1979.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[anmichi's solution](#)

1980.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[anmichi's solution](#)

1981.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[anmichi's solution](#)

1982.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[anmichi's solution](#)

1983.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[anmichi's solution](#)

1984.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers
[anmichi's solution](#)

1985.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[anmichi's solution](#)

1986.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[anmichi's solution](#)

1987.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[anmichi's solution](#)

1988.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[anmichi's solution](#)

1989.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, implementation
[anmichi's solution](#)

1990.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[anmichi's solution](#)

1991.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[anmichi's solution](#)

1992.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
[anmichi's solution](#)

1993.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[anmichi's solution](#)

1994.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[anmichi's solution](#)

1995.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

1996.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

1997.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[anmichi's solution](#)

1998.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[anmichi's solution](#)

1999.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[anmichi's solution](#)

2000.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[anmichi's solution](#)

2001.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[anmichi's solution](#)

2002.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

2003.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[anmichi's solution](#)

2004.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[anmichi's solution](#)

2005.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

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2006.

1525D

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Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

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2007.

1509E

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Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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2008.

1509C

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Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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2009.

1154E

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Quality: 6,950 global accepts · Rating: 1800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

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2010.

1500A

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2011.

1491D

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2012.

1450D

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2013.

1443F

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2014.

1475D

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2015.

1477A

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2016.

1462F

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2017.

1466E

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2018.

1447D

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2019.

1463C

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2020.

1443D

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2021.

1437C

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2022.

1420D

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2023.

1426E

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2024.

1409E

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2025.

1213G

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2026.

1395D

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2027.

1398D

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2028.

1382D

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Rating: 1800 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

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2029.

16C

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[anmichi's solution](#)

2030.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[anmichi's solution](#)

2031.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[anmichi's solution](#)

2032.

1388C

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[anmichi's solution](#)

2033.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[anmichi's solution](#)

2034.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[anmichi's solution](#)**2035.**

1176D

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Quality: 5,701 global accepts · Rating: 1800 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[anmichi's solution](#)**2036.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[anmichi's solution](#)**2037.**

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[anmichi's solution](#)**2038.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, implementation

[anmichi's solution](#)**2039.**

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, ternary search

[anmichi's solution](#)**2040.**

1196E

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Quality: 3,915 global accepts · Rating: 1800 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[anmichi's solution](#)**2041.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anmichi's solution](#)**2042.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[anmichi's solution](#)**2043.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,217 global accepts · Rating: 1800 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[anmichi's solution](#)

2044.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[anmichi's solution](#)

2045.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[anmichi's solution](#)

2046.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

2047.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[anmichi's solution](#)

2048.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[anmichi's solution](#)

2049.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[anmichi's solution](#)

2050.

1283D

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Quality: 9,441 global accepts · Rating: 1800 · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[anmichi's solution](#)

2051.

1327E

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Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

2052.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[anmichi's solution](#)

2053.

866B

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Rating: 1900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[anmichi's solution](#)

2054.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
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2055.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[anmichi's solution](#)

2056.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[anmichi's solution](#)

2057.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
[anmichi's solution](#)

2058.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[anmichi's solution](#)

2059.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[anmichi's solution](#)

2060.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[anmichi's solution](#)

2061.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[anmichi's solution](#)

2062.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
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2063.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[anmichi's solution](#)

2064.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[anmichi's solution](#)**2065.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[anmichi's solution](#)**2066.**

2138B

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Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

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1819B

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Quality: 4,220 global accepts · Rating: 1900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

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1817B

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Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

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1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[anmichi's solution](#)**2070.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[anmichi's solution](#)**2072.**

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[anmichi's solution](#)**2073.**

1887B

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Quality: 3,903 global accepts · Rating: 1900 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

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2074.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[anmichi's solution](#)

2075.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

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2076.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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2077.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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2078.

914D

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2079.

2121G

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2080.

1237C2

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2081.

1043E

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2082.

1178E

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2083.

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

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2084.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[anmichi's solution](#)

2085.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[anmichi's solution](#)

2086.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: interactive, trees

[anmichi's solution](#)

2087.

1078A

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Rating: 1900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math, shortest paths

[anmichi's solution](#)

2088.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[anmichi's solution](#)

2089.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[anmichi's solution](#)

2090.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

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2091.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

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2092.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[anmichi's solution](#)

2093.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[anmichi's solution](#)

2094.

757C

[Felicity is Coming! · Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, strings

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2095.

819B

[Mister B and PR Shifts · Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[anmichi's solution](#)

2096.

781B

[Innokenty and a Football League · Tutorial](#)

Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[anmichi's solution](#)

2097.

2064D

[Eating · Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[anmichi's solution](#)

2098.

744B

[Hongcow's Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, interactive

[anmichi's solution](#)

2099.

2066B

[White Magic · Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[anmichi's solution](#)

2100.

739B

[Alyona and a tree · Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[anmichi's solution](#)

2101.

737C

[Subordinates · Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[anmichi's solution](#)

2102.

722D

[Generating Sets · Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[anmichi's solution](#)

2103.

708B

[Recover the String · Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anmichi's solution](#)

2104.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[anmichi's solution](#)

2105.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[anmichi's solution](#)

2106.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[anmichi's solution](#)

2107.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[anmichi's solution](#)

2108.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[anmichi's solution](#)

2109.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

2110.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[anmichi's solution](#)

2111.

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

[anmichi's solution](#)

2112.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[anmichi's solution](#)

2113.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[anmichi's solution](#)

2114.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[anmichi's solution](#)

2115.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[anmichi's solution](#)

2116.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[anmichi's solution](#)

2117.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[anmichi's solution](#)

2118.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[anmichi's solution](#)

2119.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[anmichi's solution](#)

2120.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[anmichi's solution](#)

2121.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[anmichi's solution](#)

2122.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[anmichi's solution](#)

2123.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[anmichi's solution](#)

2124.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[anmichi's solution](#)

2125.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[anmichi's solution](#)

2126.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[anmichi's solution](#)

2127.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[anmichi's solution](#)

2128.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[anmichi's solution](#)

2129.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[anmichi's solution](#)

2130.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[anmichi's solution](#)

2131.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[anmichi's solution](#)

2132.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[anmichi's solution](#)

2133.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[anmichi's solution](#)

2134.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[anmichi's solution](#)

2135.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[anmichi's solution](#)

2136.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[anmichi's solution](#)

2137.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[anmichi's solution](#)

2138.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[anmichi's solution](#)

2139.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[anmichi's solution](#)

2140.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[anmichi's solution](#)

2141.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, math

[anmichi's solution](#)

2142.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[anmichi's solution](#)

2143.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[anmichi's solution](#)

2144.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[anmichi's solution](#)

2145.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees
[anmichi's solution](#)

2146.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[anmichi's solution](#)

2147.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[anmichi's solution](#)

2148.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[anmichi's solution](#)

2149.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math
[anmichi's solution](#)

2150.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[anmichi's solution](#)

2151.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths
[anmichi's solution](#)

2152.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[anmichi's solution](#)

2153.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math
[anmichi's solution](#)

2154.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[anmichi's solution](#)

2155.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[anmichi's solution](#)

2156.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures

[anmichi's solution](#)

2157.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[anmichi's solution](#)

2158.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[anmichi's solution](#)

2159.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[anmichi's solution](#)

2160.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[anmichi's solution](#)

2161.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[anmichi's solution](#)

2162.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[anmichi's solution](#)

2163.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[anmichi's solution](#)

2164.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[anmichi's solution](#)

2165.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[anmichi's solution](#)

2166.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[anmichi's solution](#)

2167.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[anmichi's solution](#)

2168.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[anmichi's solution](#)

2169.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[anmichi's solution](#)

2170.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, trees

[anmichi's solution](#)

2171.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1900 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[anmichi's solution](#)

2172.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[anmichi's solution](#)

2173.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[anmichi's solution](#)

2174.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[anmichi's solution](#)

2175.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[anmichi's solution](#)

2176.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[anmichi's solution](#)

2177.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[anmichi's solution](#)

2178.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[anmichi's solution](#)

2179.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[anmichi's solution](#)

2180.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[anmichi's solution](#)

2181.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[anmichi's solution](#)

2182.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[anmichi's solution](#)

2183.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[anmichi's solution](#)

2184.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[anmichi's solution](#)

2185.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[anmichi's solution](#)

2186.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[anmichi's solution](#)

2187.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[anmichi's solution](#)

2188.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation
[anmichi's solution](#)

2189.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[anmichi's solution](#)

2190.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math
[anmichi's solution](#)

2191.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[anmichi's solution](#)

2192.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation
[anmichi's solution](#)

2193.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[anmichi's solution](#)

2194.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: games
[anmichi's solution](#)

2195.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing
[anmichi's solution](#)

2196.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[anmichi's solution](#)

2197.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[anmichi's solution](#)

2198.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

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2199.

1238D

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2200.

1362E

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1251D

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2202.

1546D

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2203.

1077F1

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2204.

1527B2

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2205.

999D

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2206.

1133F2

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2207.

1509D

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Rating: 1900 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

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2208.

1512F

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1144E

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2210.

1157D

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2211.

1486C2

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2212.

1495B

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2213.

1183H

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2214.

1494C

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2215.

1436D

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2216.

1490G

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2217.

1492D

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2218.

1479B1

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2219.

1475F

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[anmichi's solution](#)

2220.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings
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2221.

1477B

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[anmichi's solution](#)

2222.

1467C

[Three Bags](#) · [Tutorial](#)

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[anmichi's solution](#)

2223.

1471D

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Rating: 1900 · first AC: 2021-01-15 · last AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
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2224.

1453D

[Checkpoints](#) · [Tutorial](#)

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2225.

1463D

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[anmichi's solution](#)

2226.

1445D

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[anmichi's solution](#)

2227.

1435C

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Rating: 1900 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[anmichi's solution](#)

2228.

1421D

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2229.

1430E

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[anmichi's solution](#)

2230.

1384D

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Rating: 1900 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[anmichi's solution](#)

2231.

1400D

[Zigzags](#) · [Tutorial](#)

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2232.

41D

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2233.

41E

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Quality: 2,226 global accepts · Rating: 1900 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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2234.

20C

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Quality: 46,881 global accepts · Rating: 1900 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

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2235.

16E

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2236.

16D

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[anmichi's solution](#)

2237.

14E

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Quality: 2,061 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

2238.

14D

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[anmichi's solution](#)

2239.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[anmichi's solution](#)

2240.

1369D

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Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[anmichi's solution](#)

2241.

1367E

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Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[anmichi's solution](#)

2242.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings, strings

[anmichi's solution](#)

2243.

1260D

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Quality: 4,193 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[anmichi's solution](#)

2244.

158E

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Quality: 1,538 global accepts · Rating: 1900 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, sortings

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2245.

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

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2246.

1141F1

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Quality: 4,155 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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2247.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
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2248.

1141G

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Quality: 2,546 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
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2249.

1095F

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Quality: 7,572 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy
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2250.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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2251.

1092F

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2252.

597C

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Quality: 6,604 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
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2253.

1015E2

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2254.

1353E

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2255.

1358D

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2256.

1360G

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2257.

1354D

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2258.

1213E

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2259.

1328E

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2260.

1342D

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2261.

1348D

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2262.

1303D

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2263.

1272E

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2264.

1294E

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2265.

1311F

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2266.

889B

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Rating: 2000 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, strings

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2267.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory

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2268.

2201C

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Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
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2269.

2196C2

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Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
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2270.

855C

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[anmichi's solution](#)

2271.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
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2272.

1566E

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Quality: 4,447 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
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2273.

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
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2274.

2181D

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Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
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2275.

1427D

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2276.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
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2277.

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
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2278.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
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2279.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
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2280.

1951E

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Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
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2281.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

2282.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[anmichi's solution](#)

2283.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[anmichi's solution](#)

2284.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[anmichi's solution](#)

2285.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[anmichi's solution](#)

2286.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 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
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2287.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
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2288.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[anmichi's solution](#)

2289.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 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
[anmichi's solution](#)

2290.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[anmichi's solution](#)

2291.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[anmichi's solution](#)

2292.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[anmichi's solution](#)

2293.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[anmichi's solution](#)

2294.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[anmichi's solution](#)

2295.

1209G1

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2296.

1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
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2297.

1237D

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2298.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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2299.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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2300.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

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2301.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities

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2302.

933B

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Quality: 2,055 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: math

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2303.

896B

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Quality: 2,297 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

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2304.

891B

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Quality: 3,241 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[anmichi's solution](#)

2305.

871B

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Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, interactive

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2306.

2068J

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2307.

786A

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Quality: 2,842 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

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2308.

776D

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2309.

755D

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Quality: 2,675 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
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2310.

696C

[PLEASE](#) · [Tutorial](#)

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2311.

2048E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
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2312.

963B

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2313.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
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2314.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[anmichi's solution](#)

2315.

1019B

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Quality: 2,112 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
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2316.

1053B

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Rating: 2000 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
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2317.

2014F

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Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
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2318.

1083B

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2319.

1103B

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Quality: 3,530 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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2320.

1129B

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2321.

1142B

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2322.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: games

[anmichi's solution](#)

2323.

1190D

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2324.

1240B

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Rating: 2000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers

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2325.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

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2326.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

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2327.

1268B

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Quality: 6,432 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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2328.

1349C

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2329.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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2330.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
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2331.

1988D

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Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
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2332.

1992G

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Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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2333.

1987E

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Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
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2334.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
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2335.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
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2336.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
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2337.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
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2338.

1741F

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Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings
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2339.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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2340.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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2341.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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2342.

1719E

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Rating: 2000 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, number theory

[anmichi's solution](#)

2343.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

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2344.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

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2345.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[anmichi's solution](#)

2346.

1716C

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2347.

1716D

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2348.

1702G2

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Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

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2349.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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2350.

1690G

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Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings
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2351.

1686D

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Rating: 2000 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers
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2352.

1680E

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1685B

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2354.

1682D

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2355.

1674G

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2356.

1674E

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2357.

1672F1

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2358.

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
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2359.

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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2360.

1641B

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Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

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2361.

1638D

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Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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2362.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

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2363.

1632D

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Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

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2364.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

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2365.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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2366.

1624E

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

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2367.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[anmichi's solution](#)

2368.

1256F

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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings,

strings

[anmichi's solution](#)

2369.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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2370.

1622D

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Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

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2371.

1619G

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Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

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2372.

1619F

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Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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2373.

1620D

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Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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2374.

1132F

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Quality: 10,709 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

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2375.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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2376.

1618F

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Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[anmichi's solution](#)

2377.

1589D

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

Rating: 2000 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[anmichi's solution](#)

2378.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

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2379.

1612E

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Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[anmichi's solution](#)

2380.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp

[anmichi's solution](#)

2381.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[anmichi's solution](#)

2382.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[anmichi's solution](#)

2383.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

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2384.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[anmichi's solution](#)

2385.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

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2386.

1198C

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2387.

1561E

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Rating: 2000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

2388.

1514D

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Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

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2389.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[anmichi's solution](#)

2390.

1551E

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Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[anmichi's solution](#)

2391.

1288E

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2046C

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Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[anmichi's solution](#)

2487.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[anmichi's solution](#)

2488.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities
[anmichi's solution](#)

2489.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[anmichi's solution](#)

2490.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[anmichi's solution](#)

2491.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[anmichi's solution](#)

2492.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[anmichi's solution](#)

2493.

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

[anmichi's solution](#)

2494.

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

[anmichi's solution](#)

2495.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[anmichi's solution](#)

2496.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[anmichi's solution](#)

2497.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[anmichi's solution](#)

2498.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[anmichi's solution](#)

2499.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[anmichi's solution](#)

2500.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[anmichi's solution](#)

2501.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[anmichi's solution](#)

2502.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[anmichi's solution](#)

2503.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[anmichi's solution](#)

2504.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[anmichi's solution](#)

2505.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[anmichi's solution](#)

2506.

1668D

[Optimal Partition](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

2507.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

2508.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2100 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[anmichi's solution](#)

2509.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[anmichi's solution](#)

2510.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[anmichi's solution](#)

2511.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

2512.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[anmichi's solution](#)

2513.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

[anmichi's solution](#)

2514.

1650G

[Counting Shortcuts](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[anmichi's solution](#)

2515.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[anmichi's solution](#)

2516.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[anmichi's solution](#)

2517.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[anmichi's solution](#)

2518.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[anmichi's solution](#)

2519.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest

paths, sortings

[anmichi's solution](#)

2520.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

2521.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[anmichi's solution](#)

2522.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[anmichi's solution](#)

2523.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[anmichi's solution](#)

2524.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[anmichi's solution](#)

2525.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[anmichi's solution](#)

2526.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

2527.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[anmichi's solution](#)

2528.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[anmichi's solution](#)

2529.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[anmichi's solution](#)

2530.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
[anmichi's solution](#)

2531.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[anmichi's solution](#)

2532.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings
[anmichi's solution](#)

2533.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[anmichi's solution](#)

2534.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[anmichi's solution](#)

2535.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy
[anmichi's solution](#)

2536.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, greedy
[anmichi's solution](#)

2537.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[anmichi's solution](#)

2538.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[anmichi's solution](#)

2539.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[anmichi's solution](#)

2540.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[anmichi's solution](#)

2541.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[anmichi's solution](#)

2542.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[anmichi's solution](#)

2543.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[anmichi's solution](#)

2544.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[anmichi's solution](#)

2545.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

2546.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[anmichi's solution](#)

2547.

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

[anmichi's solution](#)

2548.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[anmichi's solution](#)

2549.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[anmichi's solution](#)

2550.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[anmichi's solution](#)

2551.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[anmichi's solution](#)

2552.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[anmichi's solution](#)

2553.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[anmichi's solution](#)

2554.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[anmichi's solution](#)

2555.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[anmichi's solution](#)

2556.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[anmichi's solution](#)

2557.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[anmichi's solution](#)

2558.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[anmichi's solution](#)

2559.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[anmichi's solution](#)

2560.

1450C1

[Errich-Tac-Toe \(Easy Version\) · Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

2561.

1479B2

[Painting the Array II · Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[anmichi's solution](#)

2562.

1466F

[Euclid's nightmare · Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[anmichi's solution](#)

2563.

1409F

[Subsequences of Length Two · Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[anmichi's solution](#)

2564.

1433G

[Reducing Delivery Cost · Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
[anmichi's solution](#)

2565.

1472G

[Moving to the Capital · Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[anmichi's solution](#)

2566.

1472F

[New Year's Puzzle · Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[anmichi's solution](#)

2567.

1447E

[Xor Tree · Tutorial](#)

Rating: 2100 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees
[anmichi's solution](#)

2568.

1465D

[Grime Zoo · Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math, ternary search
[anmichi's solution](#)

2569.

1433F

[Zero Remainder Sum · Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[anmichi's solution](#)

2570.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[anmichi's solution](#)

2571.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[anmichi's solution](#)

2572.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[anmichi's solution](#)

2573.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[anmichi's solution](#)

2574.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
[anmichi's solution](#)

2575.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy
[anmichi's solution](#)

2576.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[anmichi's solution](#)

2577.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp
[anmichi's solution](#)

2578.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[anmichi's solution](#)

2579.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[anmichi's solution](#)

2580.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[anmichi's solution](#)

2581.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[anmichi's solution](#)

2582.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[anmichi's solution](#)

2583.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[anmichi's solution](#)

2584.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[anmichi's solution](#)

2585.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[anmichi's solution](#)

2586.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[anmichi's solution](#)

2587.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[anmichi's solution](#)

2588.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[anmichi's solution](#)

2589.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

2590.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[anmichi's solution](#)

2591.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[anmichi's solution](#)

2592.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-10-10 · last AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[anmichi's solution](#)

2593.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[anmichi's solution](#)

2594.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[anmichi's solution](#)

2595.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[anmichi's solution](#)

2596.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[anmichi's solution](#)

2597.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[anmichi's solution](#)

2598.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[anmichi's solution](#)

2599.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[anmichi's solution](#)

2600.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp
[anmichi's solution](#)

2601.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[anmichi's solution](#)

2602.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[anmichi's solution](#)

2603.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[anmichi's solution](#)

2604.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
[anmichi's solution](#)

2605.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, trees
[anmichi's solution](#)

2606.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[anmichi's solution](#)

2607.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[anmichi's solution](#)

2608.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[anmichi's solution](#)

2609.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[anmichi's solution](#)

2610.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[anmichi's solution](#)

2611.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[anmichi's solution](#)

2612.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[anmichi's solution](#)

2613.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[anmichi's solution](#)

2614.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[anmichi's solution](#)

2615.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[anmichi's solution](#)

2616.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[anmichi's solution](#)

2617.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[anmichi's solution](#)

2618.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[anmichi's solution](#)

2619.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[anmichi's solution](#)

2620.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings

[anmichi's solution](#)

2621.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[anmichi's solution](#)

2622.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[anmichi's solution](#)

2623.

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

[anmichi's solution](#)

2624.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[anmichi's solution](#)

2625.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[anmichi's solution](#)

2626.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[anmichi's solution](#)

2627.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[anmichi's solution](#)

2628.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[anmichi's solution](#)

2629.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[anmichi's solution](#)

2630.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[anmichi's solution](#)

2631.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[anmichi's solution](#)

2632.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

2633.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[anmichi's solution](#)

2634.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[anmichi's solution](#)

2635.

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

[anmichi's solution](#)

2636.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[anmichi's solution](#)

2637.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[anmichi's solution](#)

2638.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[anmichi's solution](#)

2639.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[anmichi's solution](#)

2640.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, flows, graphs, shortest paths

[anmichi's solution](#)

2641.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[anmichi's solution](#)

2642.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[anmichi's solution](#)

2643.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[anmichi's solution](#)

2644.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[anmichi's solution](#)

2645.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[anmichi's solution](#)

2646.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[anmichi's solution](#)

2647.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[anmichi's solution](#)

2648.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[anmichi's solution](#)

2649.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[anmichi's solution](#)

2650.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[anmichi's solution](#)

2651.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[anmichi's solution](#)

2652.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[anmichi's solution](#)

2653.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[anmichi's solution](#)

2654.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[anmichi's solution](#)

2655.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[anmichi's solution](#)

2656.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[anmichi's solution](#)

2657.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[anmichi's solution](#)

2658.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math

[anmichi's solution](#)

2659.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[anmichi's solution](#)

2660.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[anmichi's solution](#)

2661.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[anmichi's solution](#)

2662.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[anmichi's solution](#)

2663.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[anmichi's solution](#)

2664.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[anmichi's solution](#)

2665.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[anmichi's solution](#)

2666.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[anmichi's solution](#)

2667.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[anmichi's solution](#)

2668.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[anmichi's solution](#)

2669.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[anmichi's solution](#)

2670.

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[anmichi's solution](#)

2671.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[anmichi's solution](#)

2672.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[anmichi's solution](#)

2673.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two pointers

[anmichi's solution](#)

2674.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[anmichi's solution](#)

2675.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

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2676.

1175E

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1157G

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2678.

1154G

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2679.

1092D2

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1003F

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1437E

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2685.

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2686.

1542D

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2687.

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2688.

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1557D

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2692.

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1196F

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1520G

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1353F

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Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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2699.

1503C

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1406D

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2701.

1498D

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1486E

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2703.

1500B

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616E

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1373E

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2712.

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1249F

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2714.

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2757.

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2758.

2066C

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713C

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2760.

708C

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Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[anmichi's solution](#)

2769.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[anmichi's solution](#)

2770.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[anmichi's solution](#)

2771.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[anmichi's solution](#)

2772.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[anmichi's solution](#)

2773.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[anmichi's solution](#)

2774.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[anmichi's solution](#)

2775.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[anmichi's solution](#)

2776.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[anmichi's solution](#)

2777.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[anmichi's solution](#)

2778.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[anmichi's solution](#)

2779.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[anmichi's solution](#)

2780.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[anmichi's solution](#)

2781.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[anmichi's solution](#)

2782.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[anmichi's solution](#)

2783.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[anmichi's solution](#)

2784.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[anmichi's solution](#)

2785.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[anmichi's solution](#)

2786.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[anmichi's solution](#)

2787.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[anmichi's solution](#)

2788.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[anmichi's solution](#)

2789.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[anmichi's solution](#)

2790.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[anmichi's solution](#)

2791.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[anmichi's solution](#)

2792.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[anmichi's solution](#)

2793.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[anmichi's solution](#)

2794.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

2795.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[anmichi's solution](#)

2796.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[anmichi's solution](#)

2797.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[anmichi's solution](#)

2798.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[anmichi's solution](#)

2799.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[anmichi's solution](#)

2800.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[anmichi's solution](#)

2801.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[anmichi's solution](#)

2802.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[anmichi's solution](#)

2803.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy

[anmichi's solution](#)

2804.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[anmichi's solution](#)

2805.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[anmichi's solution](#)

2806.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[anmichi's solution](#)

2807.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[anmichi's solution](#)

2808.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[anmichi's solution](#)

2809.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[anmichi's solution](#)

2810.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[anmichi's solution](#)

2811.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[anmichi's solution](#)

2812.

1604E

[Extreme Extension](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory
[anmichi's solution](#)

2813.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[anmichi's solution](#)

2814.

1602E

[Optimal Insertion](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[anmichi's solution](#)

2815.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees
[anmichi's solution](#)

2816.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[anmichi's solution](#)

2817.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[anmichi's solution](#)

2818.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp
[anmichi's solution](#)

2819.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math
[anmichi's solution](#)

2820.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[anmichi's solution](#)

2821.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[anmichi's solution](#)

2822.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[anmichi's solution](#)

2823.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[anmichi's solution](#)

2824.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[anmichi's solution](#)

2825.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[anmichi's solution](#)

2826.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[anmichi's solution](#)

2827.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

2828.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[anmichi's solution](#)

2829.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[anmichi's solution](#)

2830.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[anmichi's solution](#)

2831.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[anmichi's solution](#)

2832.

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[anmichi's solution](#)

2833.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[anmichi's solution](#)

2834.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[anmichi's solution](#)

2835.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, probabilities
[anmichi's solution](#)

2836.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[anmichi's solution](#)

2837.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings
[anmichi's solution](#)

2838.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[anmichi's solution](#)

2839.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[anmichi's solution](#)

2840.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[anmichi's solution](#)

2841.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[anmichi's solution](#)

2842.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[anmichi's solution](#)

2843.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[anmichi's solution](#)

2844.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[anmichi's solution](#)

2845.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[anmichi's solution](#)

2846.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[anmichi's solution](#)

2847.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[anmichi's solution](#)

2848.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[anmichi's solution](#)

2849.

1930E

[2..3..4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

2850.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[anmichi's solution](#)

2851.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[anmichi's solution](#)

2852.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[anmichi's solution](#)

2853.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[anmichi's solution](#)

2854.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[anmichi's solution](#)

2855.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[anmichi's solution](#)

2856.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[anmichi's solution](#)

2857.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[anmichi's solution](#)

2858.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[anmichi's solution](#)

2859.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[anmichi's solution](#)

2860.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[anmichi's solution](#)

2861.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[anmichi's solution](#)

2862.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[anmichi's solution](#)

2863.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows

[anmichi's solution](#)

2864.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[anmichi's solution](#)

2865.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[anmichi's solution](#)

2866.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation

[anmichi's solution](#)

2867.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[anmichi's solution](#)

2868.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[anmichi's solution](#)

2869.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[anmichi's solution](#)

2870.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[anmichi's solution](#)

2871.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[anmichi's solution](#)

2872.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[anmichi's solution](#)

2873.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, hashing
[anmichi's solution](#)

2874.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[anmichi's solution](#)

2875.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[anmichi's solution](#)

2876.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[anmichi's solution](#)

2877.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[anmichi's solution](#)

2878.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[anmichi's solution](#)

2879.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

2880.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[anmichi's solution](#)

2881.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[anmichi's solution](#)

2882.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[anmichi's solution](#)

2883.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[anmichi's solution](#)

2884.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[anmichi's solution](#)

2885.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[anmichi's solution](#)

2886.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[anmichi's solution](#)

2887.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[anmichi's solution](#)

2888.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[anmichi's solution](#)

2889.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[anmichi's solution](#)

2890.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[anmichi's solution](#)

2891.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
[anmichi's solution](#)

2892.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, implementation
[anmichi's solution](#)

2893.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[anmichi's solution](#)

2894.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[anmichi's solution](#)

2895.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[anmichi's solution](#)

2896.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[anmichi's solution](#)

2897.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[anmichi's solution](#)

2898.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[anmichi's solution](#)

2899.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[anmichi's solution](#)

2900.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[anmichi's solution](#)

2901.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[anmichi's solution](#)

2902.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[anmichi's solution](#)

2903.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[anmichi's solution](#)

2904.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[anmichi's solution](#)

2905.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, number theory

[anmichi's solution](#)

2906.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[anmichi's solution](#)

2907.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[anmichi's solution](#)

2908.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[anmichi's solution](#)

2909.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[anmichi's solution](#)

2910.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder

theorem, constructive algorithms, math, number theory

[anmichi's solution](#)

2911.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[anmichi's solution](#)

2912.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[anmichi's solution](#)

2913.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[anmichi's solution](#)

2914.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[anmichi's solution](#)

2915.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[anmichi's solution](#)

2916.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[anmichi's solution](#)

2917.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[anmichi's solution](#)

2918.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[anmichi's solution](#)

2919.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[anmichi's solution](#)

2920.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number

theory

[anmichi's solution](#)

2921.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[anmichi's solution](#)

2922.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[anmichi's solution](#)

2923.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[anmichi's solution](#)

2924.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[anmichi's solution](#)

2925.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[anmichi's solution](#)

2926.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[anmichi's solution](#)

2927.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[anmichi's solution](#)

2928.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

2929.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[anmichi's solution](#)

2930.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[anmichi's solution](#)

2931.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[anmichi's solution](#)

2932.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[anmichi's solution](#)

2933.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[anmichi's solution](#)

2934.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[anmichi's solution](#)

2935.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[anmichi's solution](#)

2936.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[anmichi's solution](#)

2937.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[anmichi's solution](#)

2938.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[anmichi's solution](#)

2939.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[anmichi's solution](#)

2940.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[anmichi's solution](#)

2941.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[anmichi's solution](#)

2942.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[anmichi's solution](#)

2943.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[anmichi's solution](#)

2944.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[anmichi's solution](#)

2945.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[anmichi's solution](#)

2946.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math
[anmichi's solution](#)

2947.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[anmichi's solution](#)

2948.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[anmichi's solution](#)

2949.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[anmichi's solution](#)

2950.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities
[anmichi's solution](#)

2951.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[anmichi's solution](#)

2952.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[anmichi's solution](#)

2953.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[anmichi's solution](#)

2954.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[anmichi's solution](#)

2955.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[anmichi's solution](#)

2956.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[anmichi's solution](#)

2957.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[anmichi's solution](#)

2958.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[anmichi's solution](#)

2959.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[anmichi's solution](#)

2960.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[anmichi's solution](#)

2961.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[anmichi's solution](#)

2962.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[anmichi's solution](#)

2963.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[anmichi's solution](#)

2964.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[anmichi's solution](#)

2965.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[anmichi's solution](#)

2966.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[anmichi's solution](#)

2967.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[anmichi's solution](#)

2968.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[anmichi's solution](#)

2969.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[anmichi's solution](#)

2970.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[anmichi's solution](#)

2971.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[anmichi's solution](#)

2972.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[anmichi's solution](#)

2973.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[anmichi's solution](#)

2974.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

2975.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[anmichi's solution](#)

2976.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[anmichi's solution](#)

2977.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[anmichi's solution](#)

2978.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[anmichi's solution](#)

2979.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[anmichi's solution](#)

2980.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[anmichi's solution](#)

2981.

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

[anmichi's solution](#)

2982.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[anmichi's solution](#)

2983.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[anmichi's solution](#)

2984.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[anmichi's solution](#)

2985.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[anmichi's solution](#)

2986.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[anmichi's solution](#)

2987.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[anmichi's solution](#)

2988.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[anmichi's solution](#)

2989.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[anmichi's solution](#)

2990.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[anmichi's solution](#)

2991.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[anmichi's solution](#)

2992.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[anmichi's solution](#)

2993.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[anmichi's solution](#)

2994.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, number theory
[anmichi's solution](#)

2995.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp
[anmichi's solution](#)

2996.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[anmichi's solution](#)

2997.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[anmichi's solution](#)

2998.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[anmichi's solution](#)

2999.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games
[anmichi's solution](#)

3000.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,171 global accepts · Rating: 2500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy
[anmichi's solution](#)

3001.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[anmichi's solution](#)

3002.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[anmichi's solution](#)

3003.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[anmichi's solution](#)

3004.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[anmichi's solution](#)

3005.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, implementation

[anmichi's solution](#)

3006.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[anmichi's solution](#)

3007.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[anmichi's solution](#)

3008.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[anmichi's solution](#)

3009.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[anmichi's solution](#)

3010.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[anmichi's solution](#)

3011.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[anmichi's solution](#)

3012.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[anmichi's solution](#)

3013.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[anmichi's solution](#)

3014.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[anmichi's solution](#)

3015.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[anmichi's solution](#)

3016.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[anmichi's solution](#)

3017.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[anmichi's solution](#)

3018.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[anmichi's solution](#)

3019.

1314B

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

Rating: 2500 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[anmichi's solution](#)

3020.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[anmichi's solution](#)

3021.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[anmichi's solution](#)

3022.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[anmichi's solution](#)

3023.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[anmichi's solution](#)

3024.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[anmichi's solution](#)

3025.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[anmichi's solution](#)

3026.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[anmichi's solution](#)

3027.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees
[anmichi's solution](#)

3028.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings
[anmichi's solution](#)

3029.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[anmichi's solution](#)

3030.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu
[anmichi's solution](#)

3031.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[anmichi's solution](#)

3032.

1678F

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

Rating: 2500 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[anmichi's solution](#)

3033.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-14 · last AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[anmichi's solution](#)

3034.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[anmichi's solution](#)

3035.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math
[anmichi's solution](#)

3036.

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[anmichi's solution](#)

3037.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[anmichi's solution](#)

3038.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[anmichi's solution](#)

3039.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[anmichi's solution](#)

3040.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[anmichi's solution](#)

3041.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy
[anmichi's solution](#)

3042.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
[anmichi's solution](#)

3043.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[anmichi's solution](#)

3044.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[anmichi's solution](#)

3045.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[anmichi's solution](#)

3046.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: games

[anmichi's solution](#)

3047.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[anmichi's solution](#)

3048.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[anmichi's solution](#)

3049.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[anmichi's solution](#)

3050.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, implementation, interactive, math

[anmichi's solution](#)

3051.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[anmichi's solution](#)

3052.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[anmichi's solution](#)

3053.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[anmichi's solution](#)

3054.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[anmichi's solution](#)

3055.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

3056.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[anmichi's solution](#)

3057.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[anmichi's solution](#)

3058.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[anmichi's solution](#)

3059.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[anmichi's solution](#)

3060.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[anmichi's solution](#)

3061.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[anmichi's solution](#)

3062.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

3063.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[anmichi's solution](#)

3064.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[anmichi's solution](#)

3065.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[anmichi's solution](#)

3066.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[anmichi's solution](#)

3067.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[anmichi's solution](#)

3068.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[anmichi's solution](#)

3069.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[anmichi's solution](#)

3070.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[anmichi's solution](#)

3071.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[anmichi's solution](#)

3072.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[anmichi's solution](#)

3073.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[anmichi's solution](#)

3074.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[anmichi's solution](#)

3075.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[anmichi's solution](#)

3076.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[anmichi's solution](#)

3077.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[anmichi's solution](#)

3078.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[anmichi's solution](#)

3079.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[anmichi's solution](#)

3080.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[anmichi's solution](#)

3081.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[anmichi's solution](#)

3082.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[anmichi's solution](#)

3083.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[anmichi's solution](#)

3084.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[anmichi's solution](#)

3085.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, sortings
[anmichi's solution](#)

3086.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[anmichi's solution](#)

3087.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[anmichi's solution](#)

3088.

1063D

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

Quality: 472 global accepts · Rating: 2600 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[anmichi's solution](#)

3089.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[anmichi's solution](#)

3090.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[anmichi's solution](#)

3091.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[anmichi's solution](#)

3092.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities
[anmichi's solution](#)

3093.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[anmichi's solution](#)

3094.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[anmichi's solution](#)

3095.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[anmichi's solution](#)

3096.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[anmichi's solution](#)

3097.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[anmichi's solution](#)

3098.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[anmichi's solution](#)

3099.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[anmichi's solution](#)

3100.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs

[anmichi's solution](#)

3101.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[anmichi's solution](#)

3102.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[anmichi's solution](#)

3103.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[anmichi's solution](#)

3104.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[anmichi's solution](#)

3105.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[anmichi's solution](#)

3106.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

3107.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[anmichi's solution](#)

3108.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[anmichi's solution](#)

3109.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[anmichi's solution](#)

3110.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

3111.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[anmichi's solution](#)

3112.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[anmichi's solution](#)

3113.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[anmichi's solution](#)**3114.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[anmichi's solution](#)**3115.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[anmichi's solution](#)**3116.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[anmichi's solution](#)**3117.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[anmichi's solution](#)**3118.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[anmichi's solution](#)**3119.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[anmichi's solution](#)**3120.**

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[anmichi's solution](#)**3121.**

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[anmichi's solution](#)**3122.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[anmichi's solution](#)

3123.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[anmichi's solution](#)

3124.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[anmichi's solution](#)

3125.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs
[anmichi's solution](#)

3126.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: number theory, sortings
[anmichi's solution](#)

3127.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[anmichi's solution](#)

3128.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[anmichi's solution](#)

3129.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, math
[anmichi's solution](#)

3130.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[anmichi's solution](#)

3131.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings
[anmichi's solution](#)

3132.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[anmichi's solution](#)

3133.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[anmichi's solution](#)

3134.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[anmichi's solution](#)

3135.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[anmichi's solution](#)

3136.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[anmichi's solution](#)

3137.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings
[anmichi's solution](#)

3138.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, trees
[anmichi's solution](#)

3139.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[anmichi's solution](#)

3140.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees
[anmichi's solution](#)

3141.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: math
[anmichi's solution](#)

3142.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[anmichi's solution](#)

3143.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[anmichi's solution](#)

3144.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[anmichi's solution](#)

3145.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[anmichi's solution](#)

3146.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft, math

[anmichi's solution](#)

3147.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

3148.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[anmichi's solution](#)

3149.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[anmichi's solution](#)

3150.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[anmichi's solution](#)

3151.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[anmichi's solution](#)

3152.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[anmichi's solution](#)

3153.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[anmichi's solution](#)

3154.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[anmichi's solution](#)

3155.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[anmichi's solution](#)

3156.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[anmichi's solution](#)

3157.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[anmichi's solution](#)

3158.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[anmichi's solution](#)

3159.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[anmichi's solution](#)

3160.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[anmichi's solution](#)

3161.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[anmichi's solution](#)

3162.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[anmichi's solution](#)

3163.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[anmichi's solution](#)

3164.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[anmichi's solution](#)

3165.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[anmichi's solution](#)

3166.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[anmichi's solution](#)

3167.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[anmichi's solution](#)

3168.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[anmichi's solution](#)

3169.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[anmichi's solution](#)

3170.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[anmichi's solution](#)

3171.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[anmichi's solution](#)

3172.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[anmichi's solution](#)

3173.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[anmichi's solution](#)

3174.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[anmichi's solution](#)

3175.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[anmichi's solution](#)

3176.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[anmichi's solution](#)

3177.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs
[anmichi's solution](#)

3178.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[anmichi's solution](#)

3179.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry
[anmichi's solution](#)

3180.

889D

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

Rating: 2900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[anmichi's solution](#)

3181.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures
[anmichi's solution](#)

3182.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[anmichi's solution](#)

3183.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
[anmichi's solution](#)

3184.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[anmichi's solution](#)

3185.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[anmichi's solution](#)

3186.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[anmichi's solution](#)

3187.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[anmichi's solution](#)

3188.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[anmichi's solution](#)

3189.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[anmichi's solution](#)

3190.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[anmichi's solution](#)

3191.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[anmichi's solution](#)

3192.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[anmichi's solution](#)

3193.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[anmichi's solution](#)

3194.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[anmichi's solution](#)

3195.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[anmichi's solution](#)

3196.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[anmichi's solution](#)

3197.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[anmichi's solution](#)

3198.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

3199.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[anmichi's solution](#)

3200.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[anmichi's solution](#)

3201.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[anmichi's solution](#)

3202.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[anmichi's solution](#)

3203.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[anmichi's solution](#)

3204.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2024-10-01 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[anmichi's solution](#)

3205.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[anmichi's solution](#)

3206.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[anmichi's solution](#)

3207.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

3208.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[anmichi's solution](#)

3209.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[anmichi's solution](#)

3210.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[anmichi's solution](#)

3211.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[anmichi's solution](#)

3212.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[anmichi's solution](#)

3213.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[anmichi's solution](#)

3214.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[anmichi's solution](#)

3215.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[anmichi's solution](#)

3216.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[anmichi's solution](#)

3217.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[anmichi's solution](#)

3218.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices
[anmichi's solution](#)

3219.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-02-19 · PyPy 3 (first AC) · Tags: dp, sortings
[anmichi's solution](#)

3220.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[anmichi's solution](#)

3221.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory
[anmichi's solution](#)

3222.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
[anmichi's solution](#)

3223.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[anmichi's solution](#)

3224.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[anmichi's solution](#)

3225.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[anmichi's solution](#)

3226.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[anmichi's solution](#)

3227.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[anmichi's solution](#)

3228.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2025-02-18 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[anmichi's solution](#)

3229.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[anmichi's solution](#)

3230.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[anmichi's solution](#)

3231.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[anmichi's solution](#)

3232.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[anmichi's solution](#)

3233.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[anmichi's solution](#)

3234.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[anmichi's solution](#)

3235.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[anmichi's solution](#)

3236.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[anmichi's solution](#)

3237.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[anmichi's solution](#)

3238.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[anmichi's solution](#)

3239.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[anmichi's solution](#)

3240.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[anmichi's solution](#)

3241.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, math

[anmichi's solution](#)

3242.

1663C

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