

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

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### Unique solved — aori.

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

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

Filters: none

Count: 2,062

1.

2183A

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

Quality: 23,671 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[aori.'s solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[aori.'s solution](#)

3.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,216 global accepts · Rating: 800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aori.'s solution](#)

4.

1950A

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

Quality: 69,451 global accepts · Rating: 800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aori.'s solution](#)

5.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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6.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aori.'s solution](#)

7.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,114 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aori.'s solution](#)

8.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[aori.'s solution](#)

9.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aori.'s solution](#)

10.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,827 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aori.'s solution](#)

## 11.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,704 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

## 12.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aori.'s solution](#)

## 13.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[aori.'s solution](#)

## 14.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[aori.'s solution](#)

## 15.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[aori.'s solution](#)

## 16.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aori.'s solution](#)

## 17.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,755 global accepts · Rating: 800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[aori.'s solution](#)

## 18.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

## 19.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

## 20.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[aori.'s solution](#)

**21.**

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[aori.'s solution](#)

**22.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[aori.'s solution](#)

**23.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[aori.'s solution](#)

**24.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[aori.'s solution](#)

**25.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,099 global accepts · Rating: 800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[aori.'s solution](#)

**26.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**27.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[aori.'s solution](#)

**28.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,939 global accepts · Rating: 800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aori.'s solution](#)

**29.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**30.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,460 global accepts · Rating: 800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aori.'s solution](#)

**31.**

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[aori.'s solution](#)

**32.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,697 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[aori.'s solution](#)

**33.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**34.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation  
[aori.'s solution](#)

**35.**

1926A

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

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**36.**

1194A

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

Quality: 17,375 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**37.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation  
[aori.'s solution](#)

**38.**

1915B

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

Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation  
[aori.'s solution](#)

**39.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,799 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation  
[aori.'s solution](#)

**40.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings  
[aori.'s solution](#)

**41.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[aori.'s solution](#)

**42.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**43.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,337 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
[aori.'s solution](#)

**44.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[aori.'s solution](#)

**45.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**46.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**47.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: greedy  
[aori.'s solution](#)

**48.**

1867A

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

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

**49.**

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**50.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,351 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**51.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aori.'s solution](#)

**52.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[aori.'s solution](#)

**53.**

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**54.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,580 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[aori.'s solution](#)

**55.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,991 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**56.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings  
[aori.'s solution](#)

**57.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings  
[aori.'s solution](#)

**58.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**59.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[aori.'s solution](#)

**60.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[aori.'s solution](#)

**61.**

1833C

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

Quality: 27,894 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**62.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,083 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**63.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,052 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers  
[aori.'s solution](#)

**64.**

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees  
[aori.'s solution](#)

**65.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers  
[aori.'s solution](#)

**66.**

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[aori.'s solution](#)

**67.**

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[aori.'s solution](#)

**68.**

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**69.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[aori.'s solution](#)

**70.**

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[aori.'s solution](#)

**71.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,924 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**72.**

1850C

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

Quality: 53,544 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[aori.'s solution](#)

**73.**

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[aori.'s solution](#)

**74.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,206 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[aori.'s solution](#)

**75.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation  
[aori.'s solution](#)

**76.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,034 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[aori.'s solution](#)

**77.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,696 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[aori.'s solution](#)

**78.**

1352A

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

Quality: 104,121 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**79.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[aori.'s solution](#)

**80.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**81.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[aori.'s solution](#)

**82.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[aori.'s solution](#)

**83.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation  
[aori.'s solution](#)

**84.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,453 global accepts · Rating: 800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**85.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[aori.'s solution](#)

**86.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**87.**

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**88.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**89.**

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-04-07 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[aori.'s solution](#)

**90.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[aori.'s solution](#)

**91.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,351 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**92.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,719 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**93.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[aori.'s solution](#)

**94.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,463 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[aori.'s solution](#)

**95.**

1473A

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

Quality: 37,430 global accepts · Rating: 800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings

[aori.'s solution](#)

**96.**

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**97.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, number theory

[aori.'s solution](#)

**98.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**99.**

678A

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

Quality: 15,167 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[aori.'s solution](#)

**100.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[aori.'s solution](#)

**101.**

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[aori.'s solution](#)

**102.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**103.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aori.'s solution](#)

**104.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,015 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[aori.'s solution](#)

**105.**

1795A

[Two Towers](#) · [Tutorial](#)

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

[aori.'s solution](#)

**106.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · last AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aori.'s solution](#)

**107.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[aori.'s solution](#)

**108.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2022-02-22 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[aori.'s solution](#)

**109.**

1622A

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

Quality: 32,035 global accepts · Rating: 800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[aori.'s solution](#)

**110.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[aori.'s solution](#)

**111.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[aori.'s solution](#)

**112.**

1793A

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

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

[aori.'s solution](#)

**113.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**114.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[aori.'s solution](#)

**115.**

1791C

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

Quality: 74,171 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[aori.'s solution](#)

**116.**

1791B

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

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[aori.'s solution](#)

**117.**

1791A

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

Quality: 80,617 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[aori.'s solution](#)

**118.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[aori.'s solution](#)

**119.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**120.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[aori.'s solution](#)

**121.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aori.'s solution](#)

**122.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**123.**

1790A

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

Quality: 41,049 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings  
[aori.'s solution](#)

**124.**

1775A1

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

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

**125.**

1783A

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

Quality: 48,721 global accepts · Rating: 800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings  
[aori.'s solution](#)

**126.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[aori.'s solution](#)

**127.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, math

[aori.'s solution](#)

**128.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aori.'s solution](#)

**129.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-24 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[aori.'s solution](#)

**130.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**131.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,100 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[aori.'s solution](#)

**132.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,431 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**133.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**134.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**135.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**136.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[aori.'s solution](#)

**137.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[aori.'s solution](#)

**138.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[aori.'s solution](#)

### 139.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,102 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[aori.'s solution](#)

### 140.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,306 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

### 141.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[aori.'s solution](#)

### 142.

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[aori.'s solution](#)

### 143.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[aori.'s solution](#)

### 144.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

### 145.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

### 146.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[aori.'s solution](#)

### 147.

1746A

[Maxmina](#) · [Tutorial](#)

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

[aori.'s solution](#)

### 148.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[aori.'s solution](#)

**149.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[aori.'s solution](#)

**150.**

1740B

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

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

[aori.'s solution](#)

**151.**

1740A

[Factorise N+M](#) · [Tutorial](#)

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

[aori.'s solution](#)

**152.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

**153.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**154.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[aori.'s solution](#)

**155.**

1741B

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

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

[aori.'s solution](#)

**156.**

1741A

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

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

**157.**

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[aori.'s solution](#)

**158.**

71A

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

Quality: 503,268 global accepts · Rating: 800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: strings

[aori.'s solution](#)

**159.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aori.'s solution](#)

**160.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**161.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[aori.'s solution](#)

**162.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,845 global accepts · Rating: 800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[aori.'s solution](#)

**163.**

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**164.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**165.**

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[aori.'s solution](#)

**166.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[aori.'s solution](#)

**167.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings  
[aori.'s solution](#)

**168.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[aori.'s solution](#)

**169.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[aori.'s solution](#)

**170.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aori.'s solution](#)

**171.**

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: games  
[aori.'s solution](#)

**172.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[aori.'s solution](#)

**173.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**174.**

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**175.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[aori.'s solution](#)

**176.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,176 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[aori.'s solution](#)

**177.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**178.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,629 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**179.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**180.**

1619B

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

Quality: 32,947 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**181.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[aori.'s solution](#)

**182.**

1335A

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

Quality: 104,802 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**183.**

1328A

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

Quality: 131,911 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**184.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,422 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[aori.'s solution](#)

**185.**

486A

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

Quality: 154,150 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[aori.'s solution](#)

**186.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,136 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**187.**

546A

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

Quality: 235,213 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[aori.'s solution](#)

**188.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**189.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,878 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[aori.'s solution](#)

**190.**

1549B

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

Quality: 26,827 global accepts · Rating: 800 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[aori.'s solution](#)

**191.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy,

math, sortings  
[aori.'s solution](#)

## 192.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[aori.'s solution](#)

## 193.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

## 194.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[aori.'s solution](#)

## 195.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[aori.'s solution](#)

## 196.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

## 197.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

## 198.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,840 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[aori.'s solution](#)

## 199.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,174 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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## 200.

1703A

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Quality: 97,242 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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## 201.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,306 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**202.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**203.**

1701B

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Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**204.**

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**205.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**206.**

1699A

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Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**207.**

1698B

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Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
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**208.**

1698A

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Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
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**209.**

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
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**210.**

148A

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Quality: 112,399 global accepts · Rating: 800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
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**211.**

266B

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Quality: 166,086 global accepts · Rating: 800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
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**212.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

## 213.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

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## 214.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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## 215.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,749 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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## 216.

1697A

[Parkway Walk](#) · [Tutorial](#)

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## 217.

1689A

[Lex String](#) · [Tutorial](#)

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[aori.'s solution](#)

## 218.

1690A

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1690B

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1690C

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[aori.'s solution](#)

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1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

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1691A

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**223.**

1686B

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**224.**

1686A

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1602A

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1681B

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**227.**

1681A

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**228.**

1682A

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**229.**

1684B

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1684A

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1581A

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1680B

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**233.**

1680A

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**234.**

1676C

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**235.**

1676B

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**236.**

1676A

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**237.**

1678B1

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**238.**

1678A

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1670A

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**240.**

1675A

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**241.**

1674A

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**242.**

1674B

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**243.**

1673A

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1661A

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1672B

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1672A

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1671A

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1669B

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1669A

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1668A

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**252.**

1665A

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1629B

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1629A

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**255.**

1646B

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**256.**

1646A

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**257.**

1649A

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**258.**

1660B

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**259.**

1660A

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**260.**

1658B

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**261.**

1658A

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**262.**

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · last AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

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**263.**

1657B

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**264.**

1657A

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**265.**

1647A

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**266.**

1651B

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**267.**

1651A

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**268.**

1608A

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**269.**

1650A

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**270.**

1644B

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[aori.'s solution](#)

**271.**

1644A

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**272.**

1635B

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**273.**

1635A

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**274.**

1632A

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[aori.'s solution](#)

**275.**

1619A

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[aori.'s solution](#)

**276.**

1579A

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**277.**

1605A

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**278.**

1633B

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**279.**

1633A

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1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings  
[aori.'s solution](#)

**281.**

1634A

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**282.**

1624A

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**283.**

1625A

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**284.**

1621A

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1616A

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**286.**

1617A

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sortings, strings

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**287.**

1618B

[Missing Bigram](#) · [Tutorial](#)

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[aori.'s solution](#)

**288.**

1618A

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**289.**

1591A

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Rating: 800 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**290.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**291.**

1560C

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**292.**

1560B

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**293.**

1560A

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**294.**

1611B

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**295.**

1611A

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**296.**

1607A

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**297.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[aori.'s solution](#)

**298.**

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[aori.'s solution](#)

**299.**

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aori.'s solution](#)

**300.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[aori.'s solution](#)

**301.**

1567A

[Domino Disaster](#) · [Tutorial](#)

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

[aori.'s solution](#)

**302.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[aori.'s solution](#)

**303.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**304.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,484 global accepts · Rating: 900 · first AC: 2021-10-30 · last AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: strings

[aori.'s solution](#)

**305.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[aori.'s solution](#)

**306.**

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[aori.'s solution](#)

**307.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[aori.'s solution](#)

### 308.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

### 309.

2060C

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

Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[aori.'s solution](#)

### 310.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

### 311.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[aori.'s solution](#)

### 312.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[aori.'s solution](#)

### 313.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aori.'s solution](#)

### 314.

1915D

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

Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[aori.'s solution](#)

### 315.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[aori.'s solution](#)

### 316.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

### 317.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,685 global accepts · Rating: 900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: strings

[aori.'s solution](#)

**318.**

616A

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

Quality: 10,830 global accepts · Rating: 900 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

**319.**

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**320.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,814 global accepts · Rating: 900 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[aori.'s solution](#)

**321.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[aori.'s solution](#)

**322.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,075 global accepts · Rating: 900 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[aori.'s solution](#)

**323.**

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[aori.'s solution](#)

**324.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,763 global accepts · Rating: 900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[aori.'s solution](#)

**325.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**326.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**327.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**328.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy  
[aori.'s solution](#)

**329.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[aori.'s solution](#)

**330.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-21 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation  
[aori.'s solution](#)

**331.**

1775A2

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

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

**332.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**333.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aori.'s solution](#)

**334.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[aori.'s solution](#)

**335.**

1471A

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

Quality: 38,207 global accepts · Rating: 900 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[aori.'s solution](#)

**336.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[aori.'s solution](#)

**337.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,892 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**338.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,085 global accepts · Rating: 900 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**339.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,262 global accepts · Rating: 900 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[aori.'s solution](#)

**340.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**341.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[aori.'s solution](#)

**342.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**343.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[aori.'s solution](#)

**344.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[aori.'s solution](#)

**345.**

1696B

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

Quality: 36,326 global accepts · Rating: 900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**346.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**347.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[aori.'s solution](#)

**348.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,169 global accepts · Rating: 900 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[aori.'s solution](#)

**349.**

1675B

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

Quality: 43,289 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

**350.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[aori.'s solution](#)

**351.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 900 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[aori.'s solution](#)

**352.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,900 global accepts · Rating: 900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[aori.'s solution](#)

**353.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**354.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,943 global accepts · Rating: 900 · first AC: 2022-01-10 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**355.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[aori.'s solution](#)

**356.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[aori.'s solution](#)

**357.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**358.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math  
[aori.'s solution](#)

**359.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[aori.'s solution](#)

**360.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[aori.'s solution](#)

**361.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,376 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[aori.'s solution](#)

**362.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**363.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aori.'s solution](#)

**364.**

2060B

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

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**365.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,747 global accepts · Rating: 1000 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[aori.'s solution](#)

**366.**

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aori.'s solution](#)

**367.**

1155A

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

Quality: 25,971 global accepts · Rating: 1000 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

[aori.'s solution](#)

**368.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,178 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[aori.'s solution](#)

**369.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**370.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[aori.'s solution](#)

**371.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[aori.'s solution](#)

**372.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[aori.'s solution](#)

**373.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[aori.'s solution](#)

**374.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**375.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,574 global accepts · Rating: 1000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers  
[aori.'s solution](#)

**376.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[aori.'s solution](#)

**377.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[aori.'s solution](#)

**378.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[aori.'s solution](#)

**379.**

1027A

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

Quality: 18,804 global accepts · Rating: 1000 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[aori.'s solution](#)

**380.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[aori.'s solution](#)

**381.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

data structures, greedy, implementation

[aori.'s solution](#)

**382.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[aori.'s solution](#)

**383.**

1234B1

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

Quality: 19,768 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**384.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

**385.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**386.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[aori.'s solution](#)

**387.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**388.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[aori.'s solution](#)

**389.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[aori.'s solution](#)

**390.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings, two pointers

[aori.'s solution](#)

**391.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**392.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[aori.'s solution](#)

**393.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
[aori.'s solution](#)

**394.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**395.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[aori.'s solution](#)

**396.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**397.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**398.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · last AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**399.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[aori.'s solution](#)

**400.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings  
[aori.'s solution](#)

**401.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,270 global accepts · Rating: 1000 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings  
[aori.'s solution](#)

**402.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[aori.'s solution](#)

**403.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[aori.'s solution](#)

**404.**

1770B

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

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

[aori.'s solution](#)

**405.**

1770A

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

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

[aori.'s solution](#)

**406.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[aori.'s solution](#)

**407.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[aori.'s solution](#)

**408.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[aori.'s solution](#)

**409.**

1760D

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

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[aori.'s solution](#)

**410.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[aori.'s solution](#)

**411.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**412.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math

[aori.'s solution](#)

**413.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[aori.'s solution](#)

**414.**

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,273 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[aori.'s solution](#)

**415.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,940 global accepts · Rating: 1000 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[aori.'s solution](#)

**416.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[aori.'s solution](#)

**417.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[aori.'s solution](#)

**418.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[aori.'s solution](#)

**419.**

1690D

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

Quality: 47,033 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[aori.'s solution](#)

**420.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,314 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[aori.'s solution](#)

**421.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · last AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[aori.'s solution](#)

**422.**

1674C

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

Quality: 26,356 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings  
[aori.'s solution](#)

**423.**

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[aori.'s solution](#)

**424.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[aori.'s solution](#)

**425.**

1632B

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

Quality: 31,538 global accepts · Rating: 1000 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[aori.'s solution](#)

**426.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**427.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[aori.'s solution](#)

**428.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**429.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[aori.'s solution](#)

**430.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[aori.'s solution](#)

**431.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[aori.'s solution](#)

**432.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-06 · last AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math  
[aori.'s solution](#)

**433.**

2183B

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

Quality: 16,176 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**434.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[aori.'s solution](#)

**435.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[aori.'s solution](#)

**436.**

2139C

[Cake Assignment](#) · [Tutorial](#)

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

[aori.'s solution](#)

**437.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-07 · last AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aori.'s solution](#)

**438.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[aori.'s solution](#)

**439.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[aori.'s solution](#)

**440.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[aori.'s solution](#)

**441.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**442.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**443.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, trees

[aori.'s solution](#)

**444.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[aori.'s solution](#)

**445.**

1902B

[Getting Points](#) · [Tutorial](#)

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

[aori.'s solution](#)

**446.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**447.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[aori.'s solution](#)

**448.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[aori.'s solution](#)

**449.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**450.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[aori.'s solution](#)

**451.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[aori.'s solution](#)

**452.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[aori.'s solution](#)

**453.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,630 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[aori.'s solution](#)

**454.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,168 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[aori.'s solution](#)

**455.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1100 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[aori.'s solution](#)

**456.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[aori.'s solution](#)

**457.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,615 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**458.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-03-05 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[aori.'s solution](#)

**459.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[aori.'s solution](#)

**460.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[aori.'s solution](#)

**461.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**462.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**463.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[aori.'s solution](#)

**464.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[aori.'s solution](#)

**465.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[aori.'s solution](#)

**466.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[aori.'s solution](#)

**467.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**468.**

1791G1

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

Quality: 33,919 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**469.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,287 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[aori.'s solution](#)

**470.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[aori.'s solution](#)

**471.**

1783B

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

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**472.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**473.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[aori.'s solution](#)

**474.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,107 global accepts · Rating: 1100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory  
[aori.'s solution](#)

**475.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[aori.'s solution](#)

**476.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths  
[aori.'s solution](#)

**477.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[aori.'s solution](#)

**478.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[aori.'s solution](#)

**479.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aori.'s solution](#)

**480.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,343 global accepts · Rating: 1100 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs  
[aori.'s solution](#)

**481.**

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[aori.'s solution](#)

**482.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[aori.'s solution](#)

**483.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[aori.'s solution](#)

**484.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,413 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**485.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[aori.'s solution](#)

**486.**

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[aori.'s solution](#)

**487.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[aori.'s solution](#)

**488.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[aori.'s solution](#)

**489.**

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[aori.'s solution](#)

**490.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[aori.'s solution](#)

**491.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1100 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[aori.'s solution](#)

**492.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[aori.'s solution](#)

**493.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[aori.'s solution](#)

**494.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**495.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,776 global accepts · Rating: 1100 · first AC: 2022-04-30 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[aori.'s solution](#)

**496.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[aori.'s solution](#)

**497.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[aori.'s solution](#)

**498.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**499.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[aori.'s solution](#)

**500.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · last AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[aori.'s solution](#)

**501.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[aori.'s solution](#)

**502.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-10-07 · last AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[aori.'s solution](#)

**503.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[aori.'s solution](#)

**504.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-01-10 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[aori.'s solution](#)

**505.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[aori.'s solution](#)

**506.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math  
[aori.'s solution](#)

**507.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[aori.'s solution](#)

**508.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · last AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[aori.'s solution](#)

**509.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-14 · last AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[aori.'s solution](#)

**510.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[aori.'s solution](#)

**511.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[aori.'s solution](#)

**512.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**513.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,354 global accepts · Rating: 1200 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[aori.'s solution](#)

**514.**

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[aori.'s solution](#)

**515.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,690 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[aori.'s solution](#)

**516.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[aori.'s solution](#)

**517.**

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[aori.'s solution](#)

**518.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[aori.'s solution](#)

**519.**

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**520.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[aori.'s solution](#)

**521.**

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[aori.'s solution](#)

**522.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**523.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[aori.'s solution](#)

**524.**

2050C

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

Quality: 25,003 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[aori.'s solution](#)

**525.**

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[aori.'s solution](#)

**526.**

1926C

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

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[aori.'s solution](#)

**527.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[aori.'s solution](#)

**528.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[aori.'s solution](#)

**529.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,348 global accepts · Rating: 1200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[aori.'s solution](#)

**530.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**531.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[aori.'s solution](#)

**532.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[aori.'s solution](#)

**533.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[aori.'s solution](#)

**534.**

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**535.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[aori.'s solution](#)

**536.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**537.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**538.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[aori.'s solution](#)

**539.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[aori.'s solution](#)

**540.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation  
[aori.'s solution](#)

**541.**

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[aori.'s solution](#)

**542.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy  
[aori.'s solution](#)

**543.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**544.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory  
[aori.'s solution](#)

**545.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**546.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,102 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[aori.'s solution](#)

**547.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**548.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1200 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[aori.'s solution](#)

**549.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings  
[aori.'s solution](#)

**550.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,623 global accepts · Rating: 1200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[aori.'s solution](#)

**551.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games  
[aori.'s solution](#)

**552.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**553.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[aori.'s solution](#)

**554.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[aori.'s solution](#)

**555.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings  
[aori.'s solution](#)

**556.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings  
[aori.'s solution](#)

**557.**

1734C

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

Quality: 28,633 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**558.**

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[aori.'s solution](#)

**559.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[aori.'s solution](#)

**560.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[aori.'s solution](#)

**561.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,586 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**562.**

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[aori.'s solution](#)

**563.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, two pointers

[aori.'s solution](#)

**564.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**565.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,282 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[aori.'s solution](#)

**566.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[aori.'s solution](#)

**567.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[aori.'s solution](#)

**568.**

1679B

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

Quality: 27,433 global accepts · Rating: 1200 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[aori.'s solution](#)

**569.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[aori.'s solution](#)

**570.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,389 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[aori.'s solution](#)

**571.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[aori.'s solution](#)

**572.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[aori.'s solution](#)

**573.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[aori.'s solution](#)

**574.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

**575.**

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[aori.'s solution](#)

**576.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-24 · last AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**577.**

1635C

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

Quality: 25,134 global accepts · Rating: 1200 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**578.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[aori.'s solution](#)

**579.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search  
[aori.'s solution](#)

**580.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[aori.'s solution](#)

**581.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[aori.'s solution](#)

**582.**

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, two pointers  
[aori.'s solution](#)

**583.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[aori.'s solution](#)

**584.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[aori.'s solution](#)

**585.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers  
[aori.'s solution](#)

**586.**

2050D

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

Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings  
[aori.'s solution](#)

**587.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,747 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers  
[aori.'s solution](#)

**588.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[aori.'s solution](#)

**589.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2024-10-03 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[aori.'s solution](#)

**590.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[aori.'s solution](#)

**591.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[aori.'s solution](#)

**592.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

**593.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**594.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,529 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[aori.'s solution](#)

**595.**

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[aori.'s solution](#)

**596.**

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[aori.'s solution](#)

**597.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: two pointers

[aori.'s solution](#)

**598.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[aori.'s solution](#)

**599.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[aori.'s solution](#)

**600.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[aori.'s solution](#)

**601.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[aori.'s solution](#)

**602.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[aori.'s solution](#)

**603.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[aori.'s solution](#)

**604.**

1352D

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

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aori.'s solution](#)

**605.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[aori.'s solution](#)

**606.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,957 global accepts · Rating: 1300 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[aori.'s solution](#)

**607.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[aori.'s solution](#)

**608.**

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**609.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[aori.'s solution](#)

**610.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[aori.'s solution](#)

**611.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,775 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive  
[aori.'s solution](#)

**612.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[aori.'s solution](#)

**613.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**614.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,242 global accepts · Rating: 1300 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings  
[aori.'s solution](#)

**615.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[aori.'s solution](#)

**616.**

598B

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

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[aori.'s solution](#)

**617.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-23 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search  
[aori.'s solution](#)

**618.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[aori.'s solution](#)

**619.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[aori.'s solution](#)

**620.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[aori.'s solution](#)

**621.**

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[aori.'s solution](#)

**622.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[aori.'s solution](#)

**623.**

1471C

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

Rating: 1300 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[aori.'s solution](#)

**624.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aori.'s solution](#)

**625.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[aori.'s solution](#)

**626.**

1741D

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

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[aori.'s solution](#)

**627.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[aori.'s solution](#)

**628.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[aori.'s solution](#)

**629.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[aori.'s solution](#)

**630.**

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[aori.'s solution](#)

**631.**

1604C

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

Rating: 1300 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[aori.'s solution](#)

**632.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[aori.'s solution](#)

**633.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[aori.'s solution](#)

**634.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, greedy, sortings  
[aori.'s solution](#)

**635.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math  
[aori.'s solution](#)

**636.**

1703F

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

Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[aori.'s solution](#)

**637.**

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[aori.'s solution](#)

**638.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures  
[aori.'s solution](#)

**639.**

1694C

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

Rating: 1300 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[aori.'s solution](#)

**640.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,150 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[aori.'s solution](#)

**641.**

1602C

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

Rating: 1300 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[aori.'s solution](#)

**642.**

1676G

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

Quality: 24,004 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[aori.'s solution](#)

**643.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[aori.'s solution](#)

**644.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · last AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[aori.'s solution](#)

**645.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[aori.'s solution](#)

**646.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[aori.'s solution](#)

**647.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[aori.'s solution](#)

**648.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[aori.'s solution](#)

**649.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · last AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aori.'s solution](#)

**650.**

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[aori.'s solution](#)

**651.**

1650D

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

Quality: 14,703 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[aori.'s solution](#)

**652.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[aori.'s solution](#)

**653.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[aori.'s solution](#)

**654.**

1591C

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

Rating: 1300 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**655.**

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-11-25 · last AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[aori.'s solution](#)

**656.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[aori.'s solution](#)

**657.**

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aori.'s solution](#)

**658.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aori.'s solution](#)

**659.**

2191D1

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

Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[aori.'s solution](#)

**660.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[aori.'s solution](#)

**661.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[aori.'s solution](#)

**662.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aori.'s solution](#)

**663.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[aori.'s solution](#)

**664.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[aori.'s solution](#)

**665.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,065 global accepts · Rating: 1400 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[aori.'s solution](#)

**666.**

2067D

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

Rating: 1400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[aori.'s solution](#)

**667.**

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[aori.'s solution](#)

**668.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[aori.'s solution](#)

**669.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[aori.'s solution](#)

**670.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer,

interactive, math

[aori.'s solution](#)

**671.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[aori.'s solution](#)

**672.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[aori.'s solution](#)

**673.**

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[aori.'s solution](#)

**674.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[aori.'s solution](#)

**675.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[aori.'s solution](#)

**676.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[aori.'s solution](#)

**677.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[aori.'s solution](#)

**678.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**679.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[aori.'s solution](#)

**680.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[aori.'s solution](#)

**681.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[aori.'s solution](#)

**682.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[aori.'s solution](#)

**683.**

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings  
[aori.'s solution](#)

**684.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, two pointers  
[aori.'s solution](#)

**685.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,798 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[aori.'s solution](#)

**686.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**687.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**688.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[aori.'s solution](#)

**689.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, math  
[aori.'s solution](#)

**690.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[aori.'s solution](#)

**691.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**692.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[aori.'s solution](#)

**693.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[aori.'s solution](#)

**694.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**695.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[aori.'s solution](#)

**696.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[aori.'s solution](#)

**697.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[aori.'s solution](#)

**698.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[aori.'s solution](#)

**699.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[aori.'s solution](#)

**700.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[aori.'s solution](#)

**701.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[aori.'s solution](#)

**702.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aori.'s solution](#)

**703.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**704.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math  
[aori.'s solution](#)

**705.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers  
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**706.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[aori.'s solution](#)

**707.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory  
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**708.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[aori.'s solution](#)

**709.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers  
[aori.'s solution](#)

**710.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[aori.'s solution](#)

**711.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[aori.'s solution](#)

**712.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[aori.'s solution](#)

### 713.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[aori.'s solution](#)

### 714.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[aori.'s solution](#)

### 715.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[aori.'s solution](#)

### 716.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[aori.'s solution](#)

### 717.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[aori.'s solution](#)

### 718.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[aori.'s solution](#)

### 719.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[aori.'s solution](#)

### 720.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aori.'s solution](#)

### 721.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[aori.'s solution](#)

### 722.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[aori.'s solution](#)

**723.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[aori.'s solution](#)

**724.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aori.'s solution](#)

**725.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[aori.'s solution](#)

**726.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[aori.'s solution](#)

**727.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[aori.'s solution](#)

**728.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[aori.'s solution](#)

**729.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[aori.'s solution](#)

**730.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[aori.'s solution](#)

**731.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[aori.'s solution](#)

**732.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,302 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[aori.'s solution](#)

**733.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[aori.'s solution](#)

**734.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[aori.'s solution](#)

**735.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[aori.'s solution](#)

**736.**

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

[aori.'s solution](#)

**737.**

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

[aori.'s solution](#)

**738.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[aori.'s solution](#)

**739.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-02-11 · last AC: 2025-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[aori.'s solution](#)

**740.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[aori.'s solution](#)

**741.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[aori.'s solution](#)

**742.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[aori.'s solution](#)

**743.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1500 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[aori.'s solution](#)

**744.**

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[aori.'s solution](#)

**745.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**746.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,503 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[aori.'s solution](#)

**747.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[aori.'s solution](#)

**748.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[aori.'s solution](#)

**749.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[aori.'s solution](#)

**750.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[aori.'s solution](#)

**751.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**752.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[aori.'s solution](#)

**753.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math  
[aori.'s solution](#)

**754.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: binary search, math  
[aori.'s solution](#)

**755.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[aori.'s solution](#)

**756.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings  
[aori.'s solution](#)

**757.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings  
[aori.'s solution](#)

**758.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,843 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[aori.'s solution](#)

**759.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings  
[aori.'s solution](#)

**760.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math  
[aori.'s solution](#)

**761.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers  
[aori.'s solution](#)

**762.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aori.'s solution](#)

**763.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[aori.'s solution](#)

**764.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aori.'s solution](#)

**765.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[aori.'s solution](#)

**766.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[aori.'s solution](#)

**767.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,891 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers  
[aori.'s solution](#)

**768.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math  
[aori.'s solution](#)

**769.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aori.'s solution](#)

**770.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[aori.'s solution](#)

**771.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[aori.'s solution](#)

**772.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[aori.'s solution](#)

**773.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · last AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[aori.'s solution](#)

**774.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[aori.'s solution](#)

**775.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[aori.'s solution](#)

**776.**

1542B

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

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[aori.'s solution](#)

**777.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**778.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aori.'s solution](#)

**779.**

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**780.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[aori.'s solution](#)

**781.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aori.'s solution](#)

**782.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[aori.'s solution](#)

**783.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures  
[aori.'s solution](#)

**784.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[aori.'s solution](#)

**785.**

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory  
[aori.'s solution](#)

**786.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings  
[aori.'s solution](#)

**787.**

1744E1

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

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[aori.'s solution](#)

**788.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math  
[aori.'s solution](#)

**789.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games  
[aori.'s solution](#)

**790.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search  
[aori.'s solution](#)

**791.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math  
[aori.'s solution](#)

**792.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aori.'s solution](#)

**793.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[aori.'s solution](#)

**794.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[aori.'s solution](#)

**795.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[aori.'s solution](#)

**796.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[aori.'s solution](#)

**797.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,655 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[aori.'s solution](#)

**798.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[aori.'s solution](#)

**799.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[aori.'s solution](#)

**800.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[aori.'s solution](#)

**801.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,011 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[aori.'s solution](#)

**802.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[aori.'s solution](#)

**803.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-05 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[aori.'s solution](#)

**804.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[aori.'s solution](#)

**805.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[aori.'s solution](#)

**806.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[aori.'s solution](#)

**807.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**808.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

**809.**

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[aori.'s solution](#)

**810.**

1886C

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

Quality: 16,607 global accepts · Rating: 1600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

**811.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[aori.'s solution](#)

**812.**

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[aori.'s solution](#)

**813.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[aori.'s solution](#)

**814.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[aori.'s solution](#)

**815.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, implementation

[aori.'s solution](#)

**816.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[aori.'s solution](#)

**817.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[aori.'s solution](#)

**818.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aori.'s solution](#)

**819.**

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aori.'s solution](#)

**820.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[aori.'s solution](#)

**821.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[aori.'s solution](#)

**822.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[aori.'s solution](#)

**823.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, sortings

[aori.'s solution](#)

**824.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[aori.'s solution](#)

**825.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[aori.'s solution](#)

**826.**

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[aori.'s solution](#)

**827.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[aori.'s solution](#)

**828.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[aori.'s solution](#)

**829.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[aori.'s solution](#)

**830.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[aori.'s solution](#)

**831.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[aori.'s solution](#)

**832.**

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[aori.'s solution](#)

**833.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[aori.'s solution](#)

**834.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[aori.'s solution](#)

**835.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,130 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[aori.'s solution](#)

**836.**

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aori.'s solution](#)

**837.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[aori.'s solution](#)

**838.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[aori.'s solution](#)

**839.**

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[aori.'s solution](#)

**840.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[aori.'s solution](#)

**841.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[aori.'s solution](#)

**842.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

**843.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[aori.'s solution](#)

**844.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2022-10-08 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[aori.'s solution](#)

**845.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[aori.'s solution](#)

**846.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[aori.'s solution](#)

**847.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[aori.'s solution](#)

**848.**

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**849.**

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[aori.'s solution](#)

**850.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aori.'s solution](#)

**851.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[aori.'s solution](#)

**852.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[aori.'s solution](#)

**853.**

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[aori.'s solution](#)

**854.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2022-10-09 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[aori.'s solution](#)

**855.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[aori.'s solution](#)

**856.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[aori.'s solution](#)

**857.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[aori.'s solution](#)

**858.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[aori.'s solution](#)

**859.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[aori.'s solution](#)

**860.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[aori.'s solution](#)

**861.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers  
[aori.'s solution](#)

**862.**

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[aori.'s solution](#)

**863.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[aori.'s solution](#)

**864.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[aori.'s solution](#)

**865.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[aori.'s solution](#)

**866.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[aori.'s solution](#)

**867.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees  
[aori.'s solution](#)

**868.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings  
[aori.'s solution](#)

**869.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers  
[aori.'s solution](#)

**870.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[aori.'s solution](#)

**871.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[aori.'s solution](#)

**872.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math,

strings, two pointers

[aori.'s solution](#)

**873.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[aori.'s solution](#)

**874.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[aori.'s solution](#)

**875.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[aori.'s solution](#)

**876.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[aori.'s solution](#)

**877.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[aori.'s solution](#)

**878.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[aori.'s solution](#)

**879.**

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1600 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[aori.'s solution](#)

**880.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

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**881.**

1373D

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**882.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[aori.'s solution](#)

**883.**

1389B

[Array Walk](#) · [Tutorial](#)

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**884.**

1336A

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**885.**

1398C

[Good Subarrays](#) · [Tutorial](#)

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**886.**

431C

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**887.**

1730B

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**888.**

1722E

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Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[aori.'s solution](#)

**889.**

1530D

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Quality: 10,097 global accepts · Rating: 1600 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

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**890.**

1708C

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Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

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**891.**

1703G

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Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

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**892.**

1702E

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Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

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**893.**

28B

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Quality: 5,519 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

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**894.**

1698D

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**895.**

1689C

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**896.**

1688D

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Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[aori.'s solution](#)

**897.**

1680C

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**898.**

1678C

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Rating: 1600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

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**899.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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**900.**

1665C

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**901.**

1660E

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Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[aori.'s solution](#)

**902.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math,

two pointers

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**903.**

1658D1

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**904.**

1633D

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[aori.'s solution](#)

**905.**

1632C

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**906.**

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

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**907.**

1610C

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**908.**

1612D

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**909.**

1603B

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**910.**

1931F

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**911.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

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**912.**

42B

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Quality: 1,154 global accepts · Rating: 1700 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**913.**

2178D

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[aori.'s solution](#)

**914.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2022-10-09 · last AC: 2025-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

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**915.**

1950F

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Quality: 11,278 global accepts · Rating: 1700 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[aori.'s solution](#)

**916.**

2135B

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Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[aori.'s solution](#)

**917.**

2065F

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Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-22 · last AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

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**918.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

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[aori.'s solution](#)

**919.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

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**920.**

1779D

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Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-04 · last AC: 2024-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

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**921.**

2050F

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**922.**

2009F

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Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

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**923.**

1400B

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Quality: 11,697 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

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**924.**

1971G

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Quality: 11,488 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

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**925.**

1194D

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Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[aori.'s solution](#)

**926.**

1873H

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[aori.'s solution](#)

**927.**

1896D

[Ones and Twos](#) · [Tutorial](#)

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**928.**

1901D

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Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[aori.'s solution](#)

**929.**

1468F

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Quality: 4,222 global accepts · Rating: 1700 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, number theory

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**930.**

1468D

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[aori.'s solution](#)

**931.**

1883E

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Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[aori.'s solution](#)

**932.**

1776F

[Train Splitting](#) · [Tutorial](#)

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[aori.'s solution](#)

**933.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

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**934.**

1822F

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**935.**

1833F

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**936.**

1850H

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**937.**

1829H

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**938.**

1807F

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**939.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1700 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[aori.'s solution](#)

**940.**

1027D

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[aori.'s solution](#)

**941.**

1826D

[Running Miles](#) · [Tutorial](#)

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[aori.'s solution](#)

**942.**

1598D

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[aori.'s solution](#)

**943.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
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**944.**

1798C

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Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
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**945.**

1626C

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Quality: 11,810 global accepts · Rating: 1700 · first AC: 2022-10-09 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers  
[aori.'s solution](#)

**946.**

691D

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Quality: 6,554 global accepts · Rating: 1700 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math  
[aori.'s solution](#)

**947.**

1469D

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**948.**

1473D

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**949.**

1476D

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[aori.'s solution](#)

**950.**

1257D

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Quality: 8,172 global accepts · Rating: 1700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers  
[aori.'s solution](#)

**951.**

1312D

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[aori.'s solution](#)

**952.**

915C

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**953.**

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
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**954.**

598D

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Quality: 13,094 global accepts · Rating: 1700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths  
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**955.**

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation  
[aori.'s solution](#)

**956.**

797C

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**957.**

1709D

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**958.**

1792D

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**959.**

1783C

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Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
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**960.**

1770C

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**961.**

1731D

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**962.**

1731C

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**963.**

1765D

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**964.**

1760G

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**965.**

1592C

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**966.**

219D

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[aori.'s solution](#)

**967.**

1743D

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Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

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**968.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

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**969.**

546D

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Quality: 13,770 global accepts · Rating: 1700 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

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**970.**

1516C

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Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[aori.'s solution](#)

**971.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[aori.'s solution](#)

**972.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[aori.'s solution](#)

**973.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[aori.'s solution](#)

**974.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[aori.'s solution](#)

**975.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[aori.'s solution](#)

**976.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[aori.'s solution](#)

**977.**

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**978.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[aori.'s solution](#)

**979.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**980.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**981.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[aori.'s solution](#)

**982.**

202C

[Clear Symmetry](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[aori.'s solution](#)

**983.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[aori.'s solution](#)

**984.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[aori.'s solution](#)

**985.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[aori.'s solution](#)

**986.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[aori.'s solution](#)

**987.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-06-29 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[aori.'s solution](#)

**988.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[aori.'s solution](#)

**989.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[aori.'s solution](#)

**990.**

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aori.'s solution](#)

**991.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[aori.'s solution](#)

**992.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[aori.'s solution](#)

**993.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[aori.'s solution](#)

**994.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aori.'s solution](#)

**995.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[aori.'s solution](#)

**996.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[aori.'s solution](#)

**997.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[aori.'s solution](#)

**998.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[aori.'s solution](#)

**999.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[aori.'s solution](#)

**1000.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[aori.'s solution](#)

**1001.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[aori.'s solution](#)

**1002.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-28 · last AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**1003.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[aori.'s solution](#)

**1004.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**1005.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**1006.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[aori.'s solution](#)

**1007.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[aori.'s solution](#)

**1008.**

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aori.'s solution](#)

**1009.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-10-23 · last AC: 2026-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[aori.'s solution](#)

**1010.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,043 global accepts · Rating: 1800 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, number theory

[aori.'s solution](#)

**1011.**

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[aori.'s solution](#)

**1012.**

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[aori.'s solution](#)

**1013.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[aori.'s solution](#)

**1014.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[aori.'s solution](#)

**1015.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[aori.'s solution](#)

**1016.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[aori.'s solution](#)

**1017.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[aori.'s solution](#)

**1018.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aori.'s solution](#)

**1019.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[aori.'s solution](#)

**1020.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[aori.'s solution](#)

**1021.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2023-03-02 · last AC: 2024-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[aori.'s solution](#)

**1022.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[aori.'s solution](#)

**1023.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2022-10-11 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[aori.'s solution](#)

**1024.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[aori.'s solution](#)

**1025.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[aori.'s solution](#)

**1026.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[aori.'s solution](#)

**1027.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, strings

[aori.'s solution](#)

**1028.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[aori.'s solution](#)

**1029.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[aori.'s solution](#)

**1030.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[aori.'s solution](#)

**1031.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[aori.'s solution](#)

**1032.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[aori.'s solution](#)

**1033.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[aori.'s solution](#)

**1034.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[aori.'s solution](#)

**1035.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[aori.'s solution](#)

**1036.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[aori.'s solution](#)

**1037.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aori.'s solution](#)

**1038.**

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[aori.'s solution](#)

**1039.**

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[aori.'s solution](#)

**1040.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings, two pointers

[aori.'s solution](#)

**1041.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[aori.'s solution](#)

**1042.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**1043.**

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics  
[aori.'s solution](#)

**1044.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[aori.'s solution](#)

**1045.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[aori.'s solution](#)

**1046.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[aori.'s solution](#)

**1047.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers  
[aori.'s solution](#)

**1048.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers  
[aori.'s solution](#)

**1049.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths  
[aori.'s solution](#)

**1050.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[aori.'s solution](#)

**1051.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings  
[aori.'s solution](#)

**1052.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[aori.'s solution](#)

**1053.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[aori.'s solution](#)

**1054.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[aori.'s solution](#)

**1055.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[aori.'s solution](#)

**1056.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[aori.'s solution](#)

**1057.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[aori.'s solution](#)

**1058.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[aori.'s solution](#)

**1059.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[aori.'s solution](#)

**1060.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[aori.'s solution](#)

**1061.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[aori.'s solution](#)

**1062.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[aori.'s solution](#)

**1063.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**1064.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,875 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[aori.'s solution](#)

**1065.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[aori.'s solution](#)

**1066.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[aori.'s solution](#)

**1067.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[aori.'s solution](#)

**1068.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**1069.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**1070.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[aori.'s solution](#)

**1071.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[aori.'s solution](#)

**1072.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[aori.'s solution](#)

**1073.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, implementation

[aori.'s solution](#)

**1074.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[aori.'s solution](#)

**1075.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[aori.'s solution](#)

**1076.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers

[aori.'s solution](#)

**1077.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[aori.'s solution](#)

**1078.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1800 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[aori.'s solution](#)

**1079.**

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[aori.'s solution](#)

**1080.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[aori.'s solution](#)

**1081.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[aori.'s solution](#)

**1082.**

220B

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

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[aori.'s solution](#)

**1083.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[aori.'s solution](#)

### 1084.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[aori.'s solution](#)

### 1085.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[aori.'s solution](#)

### 1086.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[aori.'s solution](#)

### 1087.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[aori.'s solution](#)

### 1088.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[aori.'s solution](#)

### 1089.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[aori.'s solution](#)

### 1090.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[aori.'s solution](#)

### 1091.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[aori.'s solution](#)

### 1092.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2022-09-04 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[aori.'s solution](#)

### 1093.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

**1094.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[aori.'s solution](#)

**1095.**

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[aori.'s solution](#)

**1096.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[aori.'s solution](#)

**1097.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[aori.'s solution](#)

**1098.**

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[aori.'s solution](#)

**1099.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aori.'s solution](#)

**1100.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · last AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[aori.'s solution](#)

**1101.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[aori.'s solution](#)

**1102.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aori.'s solution](#)

**1103.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[aori.'s solution](#)

### 1104.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[aori.'s solution](#)

### 1105.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[aori.'s solution](#)

### 1106.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[aori.'s solution](#)

### 1107.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, strings

[aori.'s solution](#)

### 1108.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[aori.'s solution](#)

### 1109.

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[aori.'s solution](#)

### 1110.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[aori.'s solution](#)

### 1111.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[aori.'s solution](#)

### 1112.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[aori.'s solution](#)

**1113.**

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[aori.'s solution](#)

**1114.**

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[aori.'s solution](#)

**1115.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[aori.'s solution](#)

**1116.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[aori.'s solution](#)

**1117.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aori.'s solution](#)

**1118.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, interactive, math

[aori.'s solution](#)

**1119.**

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[aori.'s solution](#)

**1120.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-10-10 · last AC: 2025-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[aori.'s solution](#)

**1121.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[aori.'s solution](#)

**1122.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2022-11-23 · last AC: 2025-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[aori.'s solution](#)

**1123.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[aori.'s solution](#)

**1124.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[aori.'s solution](#)

**1125.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[aori.'s solution](#)

**1126.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[aori.'s solution](#)

**1127.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[aori.'s solution](#)

**1128.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[aori.'s solution](#)

**1129.**

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[aori.'s solution](#)

**1130.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[aori.'s solution](#)

**1131.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[aori.'s solution](#)

**1132.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aori.'s solution](#)

**1133.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[aori.'s solution](#)

**1134.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-15 · last AC: 2023-12-15 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings

[aori.'s solution](#)

**1135.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[aori.'s solution](#)

**1136.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[aori.'s solution](#)

**1137.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[aori.'s solution](#)

**1138.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[aori.'s solution](#)

**1139.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[aori.'s solution](#)

**1140.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[aori.'s solution](#)

**1141.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[aori.'s solution](#)

**1142.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[aori.'s solution](#)

**1143.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs  
[aori.'s solution](#)

**1144.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings  
[aori.'s solution](#)

**1145.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths  
[aori.'s solution](#)

**1146.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings  
[aori.'s solution](#)

**1147.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[aori.'s solution](#)

**1148.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees  
[aori.'s solution](#)

**1149.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, strings  
[aori.'s solution](#)

**1150.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aori.'s solution](#)

**1151.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: matrices  
[aori.'s solution](#)

**1152.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[aori.'s solution](#)

**1153.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[aori.'s solution](#)

**1154.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[aori.'s solution](#)

**1155.**

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry  
[aori.'s solution](#)

**1156.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy  
[aori.'s solution](#)

**1157.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers  
[aori.'s solution](#)

**1158.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[aori.'s solution](#)

**1159.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities  
[aori.'s solution](#)

**1160.**

1791G2

[Teleporters \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[aori.'s solution](#)

**1161.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees  
[aori.'s solution](#)

**1162.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[aori.'s solution](#)

**1163.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[aori.'s solution](#)

**1164.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[aori.'s solution](#)

**1165.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[aori.'s solution](#)

**1166.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[aori.'s solution](#)

**1167.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[aori.'s solution](#)

**1168.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[aori.'s solution](#)

**1169.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[aori.'s solution](#)

**1170.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[aori.'s solution](#)

**1171.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[aori.'s solution](#)

**1172.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[aori.'s solution](#)

**1173.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu

[aori.'s solution](#)

**1174.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[aori.'s solution](#)

**1175.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**1176.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[aori.'s solution](#)

**1177.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[aori.'s solution](#)

**1178.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[aori.'s solution](#)

**1179.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[aori.'s solution](#)

**1180.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[aori.'s solution](#)

**1181.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[aori.'s solution](#)

**1182.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,883 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[aori.'s solution](#)

**1183.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[aori.'s solution](#)

**1184.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[aori.'s solution](#)

**1185.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers  
[aori.'s solution](#)

**1186.**

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[aori.'s solution](#)

**1187.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees  
[aori.'s solution](#)

**1188.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math  
[aori.'s solution](#)

**1189.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math  
[aori.'s solution](#)

**1190.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[aori.'s solution](#)

**1191.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-11-25 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[aori.'s solution](#)

**1192.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees  
[aori.'s solution](#)

**1193.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[aori.'s solution](#)

**1194.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[aori.'s solution](#)

**1195.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[aori.'s solution](#)

**1196.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[aori.'s solution](#)

**1197.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[aori.'s solution](#)

**1198.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[aori.'s solution](#)

**1199.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[aori.'s solution](#)

**1200.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[aori.'s solution](#)

**1201.**

1591D

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

Rating: 1900 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[aori.'s solution](#)

**1202.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[aori.'s solution](#)

### 1203.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[aori.'s solution](#)

### 1204.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[aori.'s solution](#)

### 1205.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[aori.'s solution](#)

### 1206.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[aori.'s solution](#)

### 1207.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[aori.'s solution](#)

### 1208.

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[aori.'s solution](#)

### 1209.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[aori.'s solution](#)

### 1210.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aori.'s solution](#)

### 1211.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2023-03-01 · last AC: 2025-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[aori.'s solution](#)

### 1212.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph

matchings, greedy

[aori.'s solution](#)

**1213.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[aori.'s solution](#)

**1214.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[aori.'s solution](#)

**1215.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[aori.'s solution](#)

**1216.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[aori.'s solution](#)

**1217.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[aori.'s solution](#)

**1218.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[aori.'s solution](#)

**1219.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[aori.'s solution](#)

**1220.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2022-11-01 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[aori.'s solution](#)

**1221.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: dp

[aori.'s solution](#)

**1222.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[aori.'s solution](#)

**1223.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[aori.'s solution](#)

**1224.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[aori.'s solution](#)

**1225.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[aori.'s solution](#)

**1226.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[aori.'s solution](#)

**1227.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[aori.'s solution](#)

**1228.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,347 global accepts · Rating: 2000 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[aori.'s solution](#)

**1229.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[aori.'s solution](#)

**1230.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[aori.'s solution](#)

**1231.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[aori.'s solution](#)

**1232.**

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[aori.'s solution](#)

**1233.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[aori.'s solution](#)

**1234.**

803F

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

Quality: 4,639 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[aori.'s solution](#)

**1235.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[aori.'s solution](#)

**1236.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[aori.'s solution](#)

**1237.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[aori.'s solution](#)

**1238.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[aori.'s solution](#)

**1239.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[aori.'s solution](#)

**1240.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[aori.'s solution](#)

**1241.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[aori.'s solution](#)

**1242.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[aori.'s solution](#)

**1243.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[aori.'s solution](#)

**1244.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[aori.'s solution](#)

**1245.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[aori.'s solution](#)

**1246.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aori.'s solution](#)

**1247.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[aori.'s solution](#)

**1248.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[aori.'s solution](#)

**1249.**

1370D

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

Quality: 10,928 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[aori.'s solution](#)

**1250.**

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[aori.'s solution](#)

**1251.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[aori.'s solution](#)

**1252.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[aori.'s solution](#)

**1253.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[aori.'s solution](#)

**1254.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[aori.'s solution](#)

**1255.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[aori.'s solution](#)

**1256.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[aori.'s solution](#)

**1257.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[aori.'s solution](#)

**1258.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[aori.'s solution](#)

**1259.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[aori.'s solution](#)

**1260.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[aori.'s solution](#)

**1261.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings  
[aori.'s solution](#)

### 1262.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[aori.'s solution](#)

### 1263.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math  
[aori.'s solution](#)

### 1264.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[aori.'s solution](#)

### 1265.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[aori.'s solution](#)

### 1266.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search  
[aori.'s solution](#)

### 1267.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · last AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[aori.'s solution](#)

### 1268.

1589D

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

Rating: 2000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math  
[aori.'s solution](#)

### 1269.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees  
[aori.'s solution](#)

### 1270.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory  
[aori.'s solution](#)

### 1271.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[aori.'s solution](#)

### 1272.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[aori.'s solution](#)

### 1273.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[aori.'s solution](#)

### 1274.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[aori.'s solution](#)

### 1275.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2023-04-14 · last AC: 2025-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[aori.'s solution](#)

### 1276.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[aori.'s solution](#)

### 1277.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2023-03-01 · last AC: 2025-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[aori.'s solution](#)

### 1278.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2023-03-02 · last AC: 2025-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[aori.'s solution](#)

### 1279.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-14 · last AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[aori.'s solution](#)

### 1280.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[aori.'s solution](#)

### 1281.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths  
[aori.'s solution](#)

### 1282.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[aori.'s solution](#)

### 1283.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[aori.'s solution](#)

### 1284.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[aori.'s solution](#)

### 1285.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[aori.'s solution](#)

### 1286.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[aori.'s solution](#)

### 1287.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[aori.'s solution](#)

### 1288.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[aori.'s solution](#)

### 1289.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[aori.'s solution](#)

### 1290.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[aori.'s solution](#)

### 1291.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[aori.'s solution](#)

### 1292.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[aori.'s solution](#)

### 1293.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[aori.'s solution](#)

### 1294.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[aori.'s solution](#)

### 1295.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

### 1296.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[aori.'s solution](#)

### 1297.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[aori.'s solution](#)

### 1298.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[aori.'s solution](#)

### 1299.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[aori.'s solution](#)

### 1300.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[aori.'s solution](#)

### 1301.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[aori.'s solution](#)

**1302.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[aori.'s solution](#)

**1303.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[aori.'s solution](#)

**1304.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[aori.'s solution](#)

**1305.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[aori.'s solution](#)

**1306.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[aori.'s solution](#)

**1307.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[aori.'s solution](#)

**1308.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[aori.'s solution](#)

**1309.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[aori.'s solution](#)

**1310.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[aori.'s solution](#)

**1311.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[aori.'s solution](#)

**1312.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[aori.'s solution](#)

**1313.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2023-04-17 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[aori.'s solution](#)

**1314.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[aori.'s solution](#)

**1315.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, greedy

[aori.'s solution](#)

**1316.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**1317.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2023-03-21 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[aori.'s solution](#)

**1318.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[aori.'s solution](#)

**1319.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[aori.'s solution](#)

**1320.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[aori.'s solution](#)

**1321.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[aori.'s solution](#)

**1322.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar  
[aori.'s solution](#)

**1323.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers  
[aori.'s solution](#)

**1324.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[aori.'s solution](#)

**1325.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[aori.'s solution](#)

**1326.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[aori.'s solution](#)

**1327.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees  
[aori.'s solution](#)

**1328.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[aori.'s solution](#)

**1329.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory  
[aori.'s solution](#)

**1330.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[aori.'s solution](#)

**1331.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[aori.'s solution](#)

**1332.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[aori.'s solution](#)

**1333.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[aori.'s solution](#)

**1334.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[aori.'s solution](#)

**1335.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[aori.'s solution](#)

**1336.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[aori.'s solution](#)

**1337.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[aori.'s solution](#)

**1338.**

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games

[aori.'s solution](#)

**1339.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[aori.'s solution](#)

**1340.**

1650G

[Counting Shortcuts](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[aori.'s solution](#)

**1341.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[aori.'s solution](#)

**1342.**

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[aori.'s solution](#)

**1343.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-02-02 · last AC: 2026-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[aori.'s solution](#)

**1344.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · last AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees  
[aori.'s solution](#)

**1345.**

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math  
[aori.'s solution](#)

**1346.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math  
[aori.'s solution](#)

**1347.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[aori.'s solution](#)

**1348.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[aori.'s solution](#)

**1349.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[aori.'s solution](#)

**1350.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[aori.'s solution](#)

**1351.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings  
[aori.'s solution](#)

**1352.**

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[aori.'s solution](#)

**1353.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[aori.'s solution](#)

**1354.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[aori.'s solution](#)

**1355.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math

[aori.'s solution](#)

**1356.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, trees

[aori.'s solution](#)

**1357.**

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aori.'s solution](#)

**1358.**

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[aori.'s solution](#)

**1359.**

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation

[aori.'s solution](#)

**1360.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[aori.'s solution](#)

**1361.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[aori.'s solution](#)

**1362.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aori.'s solution](#)

**1363.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2023-10-26 · last AC: 2024-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[aori.'s solution](#)

**1364.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[aori.'s solution](#)

**1365.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[aori.'s solution](#)

**1366.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-04-14 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[aori.'s solution](#)

**1367.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-01-08 · last AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[aori.'s solution](#)

**1368.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[aori.'s solution](#)

**1369.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[aori.'s solution](#)

**1370.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, math

[aori.'s solution](#)

**1371.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[aori.'s solution](#)

**1372.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[aori.'s solution](#)

**1373.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[aori.'s solution](#)

**1374.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: dp, geometry  
[aori.'s solution](#)

**1375.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory  
[aori.'s solution](#)

**1376.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees  
[aori.'s solution](#)

**1377.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory  
[aori.'s solution](#)

**1378.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs  
[aori.'s solution](#)

**1379.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[aori.'s solution](#)

**1380.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-08-05 · last AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees  
[aori.'s solution](#)

**1381.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[aori.'s solution](#)

**1382.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings  
[aori.'s solution](#)

**1383.**

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[aori.'s solution](#)

**1384.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees  
[aori.'s solution](#)

**1385.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp  
[aori.'s solution](#)

**1386.**

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory  
[aori.'s solution](#)

**1387.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[aori.'s solution](#)

**1388.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[aori.'s solution](#)

**1389.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees  
[aori.'s solution](#)

**1390.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[aori.'s solution](#)

**1391.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory  
[aori.'s solution](#)

**1392.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[aori.'s solution](#)

**1393.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities  
[aori.'s solution](#)

**1394.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math  
[aori.'s solution](#)

**1395.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[aori.'s solution](#)

**1396.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy  
[aori.'s solution](#)

**1397.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search  
[aori.'s solution](#)

**1398.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees  
[aori.'s solution](#)

**1399.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers  
[aori.'s solution](#)

**1400.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory  
[aori.'s solution](#)

**1401.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[aori.'s solution](#)

**1402.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[aori.'s solution](#)

**1403.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[aori.'s solution](#)

**1404.**

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[aori.'s solution](#)

**1405.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[aori.'s solution](#)

**1406.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[aori.'s solution](#)

**1407.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[aori.'s solution](#)

**1408.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[aori.'s solution](#)

**1409.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[aori.'s solution](#)

**1410.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[aori.'s solution](#)

**1411.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · last AC: 2025-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[aori.'s solution](#)

### 1412.

1342E

[Placing Books](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[aori.'s solution](#)

### 1413.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2022-06-26 · last AC: 2025-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[aori.'s solution](#)

### 1414.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[aori.'s solution](#)

### 1415.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[aori.'s solution](#)

### 1416.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[aori.'s solution](#)

### 1417.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[aori.'s solution](#)

### 1418.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-03-02 · last AC: 2024-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[aori.'s solution](#)

### 1419.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[aori.'s solution](#)

### 1420.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[aori.'s solution](#)

### 1421.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[aori.'s solution](#)

**1422.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[aori.'s solution](#)

**1423.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[aori.'s solution](#)

**1424.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[aori.'s solution](#)

**1425.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[aori.'s solution](#)

**1426.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[aori.'s solution](#)

**1427.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[aori.'s solution](#)

**1428.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[aori.'s solution](#)

**1429.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[aori.'s solution](#)

**1430.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[aori.'s solution](#)

**1431.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[aori.'s solution](#)

**1432.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[aori.'s solution](#)

**1433.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[aori.'s solution](#)

**1434.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[aori.'s solution](#)

**1435.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[aori.'s solution](#)

**1436.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[aori.'s solution](#)

**1437.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[aori.'s solution](#)

**1438.**

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[aori.'s solution](#)

**1439.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[aori.'s solution](#)

**1440.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

**1441.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[aori.'s solution](#)

**1442.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · last AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[aori.'s solution](#)

**1443.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[aori.'s solution](#)

**1444.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[aori.'s solution](#)

**1445.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[aori.'s solution](#)

**1446.**

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[aori.'s solution](#)

**1447.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-02-03 · last AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[aori.'s solution](#)

**1448.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[aori.'s solution](#)

**1449.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[aori.'s solution](#)

**1450.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[aori.'s solution](#)

**1451.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[aori.'s solution](#)

**1452.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[aori.'s solution](#)

**1453.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[aori.'s solution](#)

**1454.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[aori.'s solution](#)

**1455.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[aori.'s solution](#)

**1456.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[aori.'s solution](#)

**1457.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[aori.'s solution](#)

**1458.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[aori.'s solution](#)

**1459.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[aori.'s solution](#)

**1460.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[aori.'s solution](#)

**1461.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[aori.'s solution](#)

## 1462.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[aori.'s solution](#)

## 1463.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[aori.'s solution](#)

## 1464.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[aori.'s solution](#)

## 1465.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[aori.'s solution](#)

## 1466.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[aori.'s solution](#)

## 1467.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[aori.'s solution](#)

## 1468.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[aori.'s solution](#)

## 1469.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[aori.'s solution](#)

## 1470.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[aori.'s solution](#)

## 1471.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[aori.'s solution](#)

### 1472.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[aori.'s solution](#)

### 1473.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[aori.'s solution](#)

### 1474.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[aori.'s solution](#)

### 1475.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[aori.'s solution](#)

### 1476.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games

[aori.'s solution](#)

### 1477.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[aori.'s solution](#)

### 1478.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[aori.'s solution](#)

### 1479.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[aori.'s solution](#)

### 1480.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, strings

[aori.'s solution](#)

### 1481.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu

[aori.'s solution](#)

**1482.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[aori.'s solution](#)

**1483.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[aori.'s solution](#)

**1484.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[aori.'s solution](#)

**1485.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[aori.'s solution](#)

**1486.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[aori.'s solution](#)

**1487.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[aori.'s solution](#)

**1488.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[aori.'s solution](#)

**1489.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[aori.'s solution](#)

**1490.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[aori.'s solution](#)

**1491.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[aori.'s solution](#)

**1492.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[aori.'s solution](#)

**1493.**

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[aori.'s solution](#)

**1494.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[aori.'s solution](#)

**1495.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[aori.'s solution](#)

**1496.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[aori.'s solution](#)

**1497.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[aori.'s solution](#)

**1498.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[aori.'s solution](#)

**1499.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[aori.'s solution](#)

**1500.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,439 global accepts · Rating: 2600 · first AC: 2023-05-12 · last AC: 2025-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[aori.'s solution](#)

**1501.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[aori.'s solution](#)

**1502.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[aori.'s solution](#)

**1503.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[aori.'s solution](#)

**1504.**

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[aori.'s solution](#)

**1505.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[aori.'s solution](#)

**1506.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[aori.'s solution](#)

**1507.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[aori.'s solution](#)

**1508.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[aori.'s solution](#)

**1509.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[aori.'s solution](#)

**1510.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[aori.'s solution](#)

**1511.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu  
[aori.'s solution](#)

**1512.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry  
[aori.'s solution](#)

**1513.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees  
[aori.'s solution](#)

**1514.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math  
[aori.'s solution](#)

**1515.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory  
[aori.'s solution](#)

**1516.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, implementation  
[aori.'s solution](#)

**1517.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs  
[aori.'s solution](#)

**1518.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[aori.'s solution](#)

**1519.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[aori.'s solution](#)

**1520.**

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[aori.'s solution](#)

**1521.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, shortest paths

[aori.'s solution](#)

**1522.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[aori.'s solution](#)

**1523.**

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[aori.'s solution](#)

**1524.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[aori.'s solution](#)

**1525.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[aori.'s solution](#)

**1526.**

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[aori.'s solution](#)

**1527.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[aori.'s solution](#)

**1528.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aori.'s solution](#)

**1529.**

2222D

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

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[aori.'s solution](#)

**1530.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[aori.'s solution](#)

**1531.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aori.'s solution](#)

**1532.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[aori.'s solution](#)

**1533.**

106290G

[Venn Diagram](#)

Rating: — · first AC: 2026-02-12 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1534.**

106239E

[Episodes](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1535.**

106239C

[S.T.O.N.E.](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1536.**

106239A

[g.Tig.Ya.,S:ô](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1537.**

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1538.**

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1539.**

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1540.**

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1541.**

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1542.**

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1543.**

105487I

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

Rating: — · first AC: 2025-10-22 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1544.**

105487G

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

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1545.**

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1546.**

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · last AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1547.**

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1548.**

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1549.**

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1550.**

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1551.**

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · last AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1552.**

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1553.**

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1554.**

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1555.**

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1556.**

105911F

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

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1557.**

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1558.**

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1559.**

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1560.**

105977J

[g.TyMhThN 'Ñ](#)

Rating: — · first AC: 2025-06-24 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1561.**

105977I

[Riptorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1562.**

105977F

[^JbXRMI¿](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1563.**

105977C

[N-OMep](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1564.**

105977G

[p'EsouK](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1565.**

105977L

[OTutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1566.**

105977E

[Santab](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1567.**

105977H

[UNICS R6v,nÑg•pk{-](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1568.**

105977K

[VERTeX](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1569.**

105977M

[•OTutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1570.**

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1571.**

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1572.**

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · last AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1573.**

105949K

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

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1574.**

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1575.**

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1576.**

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1577.**

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1578.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1579.**

105657M

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

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1580.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1581.**

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1582.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1583.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1584.**

105941B

[Toxic Initial](#)

Rating: — · first AC: 2025-06-04 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1585.**

105941K

[Ring Trick II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1586.**

105941C

[Toxel NT to Snp't](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1587.**

105941G

[Output Y'rìzË-Æ](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1588.**

105941F

[Tubnk-i](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1589.**

105941E

[Siutrai](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1590.**

105941M

[Yr@,zz\[f-b](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1591.**

105941J

[Ring Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1592.**

105941H

[h Toqep](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1593.**

105941D

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1594.**

105909E

[WpJan y^kε](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1595.**

105909F

[NtoVya,,u T}h](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1596.**

105909A

[hEvo](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1597.**

105909J

[Generate 01 String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1598.**

105909I

[a tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1599.**

105909M

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Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1600.**

105909D

[Nz tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1601.**

105909K

[UNOÿ Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1602.**

105909H

[What is all you need?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1603.**

105891F

[LOCK S](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1604.**

105891D

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1605.**

105891K

[Welfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1606.**

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1607.**

105891J

[Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1608.**

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1609.**

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1610.**

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1611.**

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1612.**

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1613.**

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · last AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1614.**

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1615.**

105806L

[W4&N2S9\\*MY\\*Y N†ÿ](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1616.**

105806E

[GDUT = 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1617.**

105806I

[Ypöbñ:N°{UJ](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1618.**

105806G

[Jump Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1619.**

105806H

[Str1N2N2](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1620.**

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1621.**

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1622.**

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1623.**

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1624.**

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1625.**

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1626.**

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1627.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · last AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1628.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1629.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · last AC: 2025-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1630.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · last AC: 2025-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1631.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · last AC: 2025-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1632.**

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2025-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1633.**

105540L

[The Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1634.**

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1635.**

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: —

[aori.'s solution](#)

**1636.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1637.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1638.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1639.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1640.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1641.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1642.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1643.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1644.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1645.**

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1646.**

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1647.**

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1648.**

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1649.**

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1650.**

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1651.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1652.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1653.**

105481I

[Đổi bài](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1654.**

105481K

[Sử dụng](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1655.**

105481D

[yusai](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1656.**

105481E

[AutoGen](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1657.**

105481C

[C++23](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1658.**

105481G

[Tupai](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1659.**

105481J

[Upin](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1660.**

105481L

[Tư Mã N](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1661.**

105481B

[Kôrogi](#)

Rating: — · first AC: 2024-11-04 · PyPy 3-64 (first AC) · Tags: —

[aori.'s solution](#)

**1662.**

105481A

[r1npwqx](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1663.**

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1664.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1665.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1666.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1667.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1668.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1669.**

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1670.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1671.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1672.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1673.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · last AC: 2024-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1674.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1675.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · last AC: 2024-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1676.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · last AC: 2024-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1677.**

105336E

[Tutoral](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1678.**

105423G

[Utakotoba](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1679.**

105423A

[Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1680.**

105423H

[Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1681.**

105423J

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

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1682.**

105423E

[Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1683.**

105423K

[Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1684.**

105423I

[Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1685.**

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: —

[aori.'s solution](#)

**1686.**

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1687.**

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1688.**

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1689.**

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1690.**

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1691.**

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1692.**

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1693.**

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aori.'s solution](#)

**1694.**

102348B

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

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1695.**

105385M

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1696.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1697.**

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1698.**

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1699.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1700.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1701.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1702.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1703.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1704.**

105336C

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1705.**

105336I

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1706.**

105336J

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1707.**

105336G

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1708.**

105336D

[• xTbWlãx Vh](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1709.**

105336K

[SÖlWp8b](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1710.**

105336B

[Qx-Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1711.**

105336L

[• Qdñg •](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1712.**

105184B

[Sequence II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1713.**

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1714.**

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1715.**

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1716.**

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1717.**

105170E

[Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1718.**

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1719.**

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1720.**

105170I

[The Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1721.**

105160C

[Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1722.**

105160A

[Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1723.**

105158C

[Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1724.**

105158D

[Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1725.**

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1726.**

105158K

[Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1727.**

105158H

[Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1728.**

105158L

[Toxel N PCPC II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1729.**

105158M

[Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1730.**

105158J

[c++ tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1731.**

105158B

[bk-tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1732.**

105158F

[OTAWA&N2](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aori.'s solution](#)

**1733.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1734.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1735.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1736.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1737.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1738.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1739.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1740.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1741.**

104611E

[ytree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1742.**

104611K

[kōno](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1743.**

104611J

[radius](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1744.**

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1745.**

104611F

[wōnāf](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1746.**

104611A

[Autō](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · last AC: 2024-01-04 · PyPy 3-64 (first AC) · Tags: —

[aori.'s solution](#)

**1747.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1748.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1749.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1750.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1751.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1752.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1753.**

104804B

[A00010C> C,,3D K](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1754.**

104804C

[A00010C=8](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1755.**

104804A

[B5010D AD°](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1756.**

104804G

[A00010C=8 CT>C00!!!](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1757.**

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1758.**

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1759.**

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1760.**

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1761.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1762.**

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1763.**

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: —

[aori.'s solution](#)

**1764.**

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1765.**

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1766.**

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1767.**

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1768.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1769.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1770.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1771.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1772.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1773.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1774.**

104772D

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

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1775.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1776.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1777.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1778.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1779.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1780.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1781.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1782.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1783.**

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1784.**

104777J

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

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1785.**

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1786.**

104777I

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

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1787.**

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1788.**

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1789.**

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1790.**

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1791.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1792.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1793.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1794.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1795.**

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1796.**

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1797.**

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1798.**

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1799.**

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**1800.**

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1801.**

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1802.**

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · last AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1803.**

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · last AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1804.**

102394I

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

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1805.**

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1806.**

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1807.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1808.**

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · last AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1809.**

102769F

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Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1810.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1811.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1812.**

102769A

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Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1813.**

104373C

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Rating: — · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1814.**

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · PHP (first AC) · Tags: —

[aori.'s solution](#)

**1815.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1816.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1817.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1818.**

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · last AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1819.**

104385B

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Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1820.**

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1821.**

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1822.**

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1823.**

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1824.**

104385A

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Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1825.**

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1826.**

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1827.**

104270D

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

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1828.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1829.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1830.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1831.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1832.**

104270J

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Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1833.**

104270M

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

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1834.**

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1835.**

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1836.**

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1837.**

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1838.**

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1839.**

103115D

[cocktail with swap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1840.**

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1841.**

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1842.**

103115I

[chino with mates](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1843.**

103115G

[cocktail with snake](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1844.**

103115E

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Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1845.**

103115K

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**1846.**

103115J

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**1847.**

103118M

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Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1848.**

103118J

[Tuition Agent](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1849.**

103118H

[Adventurer's Guild](#) · [Tutorial](#)

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**1850.**

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1851.**

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1852.**

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1853.**

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1854.**

103118B

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Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1855.**

104337I

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1856.**

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1857.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1858.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1859.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1860.**

104337M

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

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1861.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1862.**

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1863.**

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1864.**

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1865.**

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1866.**

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1867.**

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1868.**

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1869.**

104354K

[c++ trick](#)

Rating: — · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aori.'s solution](#)

**1870.**

104354E

[we5nab](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aori.'s solution](#)

**1871.**

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1872.**

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1873.**

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aori.'s solution](#)

**1874.**

104354C

[Toxel N Tugiepu b Vh](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1875.**

104354A

[\Asmin813SW](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1876.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1877.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1878.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

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**1879.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1880.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1881.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1882.**

104101G

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1883.**

104101I

[Digit Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1884.**

104101K

[Bit](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1885.**

104101F

[Survivor](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1886.**

104101L

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1887.**

104101J

[Simple Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1888.**

104101C

[Add 9 Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1889.**

104101B

[Steel of Heart](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1890.**

104101A

[OP](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1891.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · last AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1892.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: —

[aori.'s solution](#)

**1893.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1894.**

104021N

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

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1895.**

104303H

[b r 1XTutorial](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1896.**

104303D

[". "YIBTC](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1897.**

104303C

[NOCRAIM](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1898.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1899.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1900.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1901.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1902.**

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1903.**

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1904.**

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1905.**

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1906.**

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1907.**

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1908.**

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1909.**

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1910.**

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1911.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1912.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1913.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1914.**

104095B

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Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1915.**

104095F

[eAm80UW0](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1916.**

104095J

[NCEUR6N 0 ^se¹TCE](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1917.**

104095E

[Sñtwa](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1918.**

104095I

[Y\\*3opp](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1919.**

104095C

[b Tutoria](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1920.**

104095A

[siYOrta](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1921.**

104081I

[\[Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1922.**

104081H

[cDuteryNKeÅ](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1923.**

104081G

[cTubSSa](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1924.**

104081E

[wa%Éal](#)

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[aori.'s solution](#)

**1925.**

104081C

[mKufial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1926.**

104081A

[QlExqR](#)

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**1927.**

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

### 1928.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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### 1929.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

### 1930.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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### 1931.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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### 1932.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

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### 1933.

104120C

[Company Layoffs](#) · [Tutorial](#)

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[aori.'s solution](#)

### 1934.

104120A

[Average Walk](#) · [Tutorial](#)

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[aori.'s solution](#)

### 1935.

104077F

[Hotel](#) · [Tutorial](#)

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[aori.'s solution](#)

### 1936.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

### 1937.

104077G

[Perfect Word](#) · [Tutorial](#)

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### 1938.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1939.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1940.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1941.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1942.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1943.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1944.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

[aori.'s solution](#)

**1945.**

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1946.**

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1947.**

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1948.**

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1949.**

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1950.**

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1951.**

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1952.**

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1953.**

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1954.**

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1955.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1956.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1957.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1958.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1959.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1960.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1961.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1962.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1963.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1964.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · last AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

## 1965.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1966.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1967.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

## 1968.

104012C

[Computer Network](#) · [Tutorial](#)

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## 1969.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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## 1970.

103447B

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

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1971.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1972.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1973.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1974.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1975.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1976.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1977.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1978.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · PyPy 3-64 (first AC) · Tags: —

[aori.'s solution](#)

## 1979.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · PyPy 3-64 (first AC) · Tags: —

[aori.'s solution](#)

## 1980.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1981.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 1982.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1983.**

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1984.**

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1985.**

103940J

[Joining the KAK](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1986.**

103940L

[Limited Increasing Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1987.**

103940D

[21188720-2ee7-481f-9503-3b768a1fd83b](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1988.**

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · last AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1989.**

103940B

[Binahuatls Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1990.**

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1991.**

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1992.**

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1993.**

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1994.**

103941G

[Mocha Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1995.**

103941F

[AETONIKTCE](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1996.**

103941E

[Serval v. Oosa](#)

Rating: — · first AC: 2022-10-03 · last AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1997.**

103941A

[Mocha Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1998.**

103914F

[Longest Common Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**1999.**

103870A

[Best Waifu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2000.**

102832D

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

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2001.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2002.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2003.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2004.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2005.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2006.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2007.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2008.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2009.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2010.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2011.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2012.

103688A

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

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2013.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2014.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2015.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2016.

103729J

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

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2017.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2018.

103736E

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2019.

103736D

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2020.

103736F

[Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2021.

103736A

[Hello, ACMer!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2022.

103736B

[New String](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2023.

103736C

[Check Problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2024.

103729B

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

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2025.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2026.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2027.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2028.**

102397I

[Dr.Hijawi and the MCQ](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · last AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2029.**

102397J

[AbuTahun and Flash Memories](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2030.**

102397H

[Mahmoud and the flagstones](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2031.**

102397G

[Super Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2032.**

102397F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2033.**

102397D

[Bashar and the bad land \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2034.**

102397E

[Bashar and the bad land \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2035.**

102397C

[The Ending Point](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2036.**

102397B

[Calculate The Area](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2037.**

102397A

[Bashar and SHAWERMA!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2038.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2039.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-16 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[aori.'s solution](#)

## 2040.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2041.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2042.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

## 2043.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[aori.'s solution](#)

## 2044.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[aori.'s solution](#)

## 2045.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[aori.'s solution](#)

## 2046.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-27 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[aori.'s solution](#)

## 2047.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-26 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[aori.'s solution](#)

**2048.**

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2022-04-01 · JavaScript (first AC) · Tags: \*special, constructive algorithms, strings  
[aori.'s solution](#)

**2049.**

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation  
[aori.'s solution](#)

**2050.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, constructive algorithms  
[aori.'s solution](#)

**2051.**

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, combinatorics, dp, math  
[aori.'s solution](#)

**2052.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math  
[aori.'s solution](#)

**2053.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math  
[aori.'s solution](#)

**2054.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, trees  
[aori.'s solution](#)

**2055.**

103181B

[Convolutted Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[aori.'s solution](#)

**2056.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[aori.'s solution](#)

**2057.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[aori.'s solution](#)

**2058.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[aori.'s solution](#)

**2059.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**2060.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[aori.'s solution](#)

**2061.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)

**2062.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[aori.'s solution](#)