

Unique solved — arvindf232

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5.

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6.

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7.

2179A

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8.

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9.

2180A

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10.

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11.

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12.

2171A

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2164A

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2167C

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16.

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18.

2156A

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19.

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20.

2162A

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2153B

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22.

2153A

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23.

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24.

2155A

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25.

2152A

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26.

2149B

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27.

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28.

2146A

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29.

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30.

2148B

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31.

2148A

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32.

2141A

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34.

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35.

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36.

2131A

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37.

2128A

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38.

2125A

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39.

2118A

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40.

2117B

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42.

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43.

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44.

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45.

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47.

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48.

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49.

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50.

2103A

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51.

2093A

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2092A

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54.

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56.

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57.

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58.

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60.

2072A

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61.

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62.

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63.

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69.

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70.

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2051B

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72.

2051A

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2049A

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74.

2048A

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75.

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76.

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77.

2044A

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79.

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81.

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82.

2039A

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83.

2031A

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84.

2029A

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85.

2036B

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2036A

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87.

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89.

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90.

2033A

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91.

2020A

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92.

2014B

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93.

2014A

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94.

2013A

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95.

2009B

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96.

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97.

2008C

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98.

2008B

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99.

2008A

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100.

2003B

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101.

2003A

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102.

2001B

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103.

2001A

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104.

2000B

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Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · last AC: 2024-08-18 · Kotlin 1.9 (first AC) · Tags: two pointers
[arvindf232's solution](#)

105.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · Kotlin 1.9 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

106.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 800 · first AC: 2024-08-13 · Kotlin 1.9 (first AC) · Tags: implementation, math, strings
[arvindf232's solution](#)

107.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, math
[arvindf232's solution](#)

108.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,638 global accepts · Rating: 800 · first AC: 2024-08-06 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

109.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,916 global accepts · Rating: 800 · first AC: 2024-08-06 · Kotlin 1.9 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

110.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

111.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-16 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation

[arvindf232's solution](#)

112.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,363 global accepts · Rating: 800 · first AC: 2024-06-11 · Kotlin 1.9 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

113.

1985B

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

Quality: 56,768 global accepts · Rating: 800 · first AC: 2024-06-11 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

114.

1971A

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

Quality: 59,477 global accepts · Rating: 800 · first AC: 2024-05-10 · last AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: implementation, sortings

[arvindf232's solution](#)

115.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-02 · last AC: 2024-05-02 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

116.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · Kotlin 1.9 (first AC) · Tags: greedy, two pointers

[arvindf232's solution](#)

117.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · Kotlin 1.9 (first AC) · Tags: games, greedy

[arvindf232's solution](#)

118.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, games, greedy

[arvindf232's solution](#)

119.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

120.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, implementation, math

[arvindf232's solution](#)

121.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

122.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, strings, two pointers

[arvindf232's solution](#)

123.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

124.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[arvindf232's solution](#)

125.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, sortings

[arvindf232's solution](#)

126.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,394 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

127.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

128.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, math

[arvindf232's solution](#)

129.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

130.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

131.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: games, math

[arvindf232's solution](#)

132.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

133.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

134.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

135.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,208 global accepts · Rating: 800 · first AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

136.

1950A

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

Quality: 69,437 global accepts · Rating: 800 · first AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

137.

1946A

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

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

138.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,316 global accepts · Rating: 800 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

139.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms

[arvindf232's solution](#)

140.

1941A

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

Quality: 47,693 global accepts · Rating: 800 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

141.

1935A

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

Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, strings

[arvindf232's solution](#)

142.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

143.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

144.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: geometry, implementation

[arvindf232's solution](#)

145.

1926A

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

Quality: 62,190 global accepts · Rating: 800 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

146.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

147.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

148.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[arvindf232's solution](#)

149.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

150.

1931A

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

Quality: 39,960 global accepts · Rating: 800 · first AC: 2024-02-13 · Kotlin 1.9 (first AC) · Tags: brute force, strings

[arvindf232's solution](#)

151.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arvindf232's solution](#)

152.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, strings

[arvindf232's solution](#)

153.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2023-12-18 · last AC: 2024-01-16 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

154.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-01-02 · last AC: 2024-01-16 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

155.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · last AC: 2024-01-15 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

156.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,592 global accepts · Rating: 800 · first AC: 2024-01-15 · last AC: 2024-01-15 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

157.

1920A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math

[arvindf232's solution](#)

158.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2024-01-02 · Kotlin 1.4 (first AC) · Tags: brute force

[arvindf232's solution](#)

159.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2023-02-17 · last AC: 2024-01-02 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

160.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,179 global accepts · Rating: 800 · first AC: 2023-12-28 · Kotlin 1.6 (first AC) · Tags: binary search, implementation

[arvindf232's solution](#)

161.

1915B

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

Quality: 50,347 global accepts · Rating: 800 · first AC: 2023-12-28 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, implementation

[arvindf232's solution](#)

162.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,790 global accepts · Rating: 800 · first AC: 2023-12-28 · Kotlin 1.6 (first AC) · Tags: bitmasks, implementation

[arvindf232's solution](#)

163.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-24 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

164.

1914B

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

Quality: 33,224 global accepts · Rating: 800 · first AC: 2023-12-19 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

165.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

166.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

167.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · Kotlin 1.6 (first AC) · Tags: strings
[arvindf232's solution](#)

168.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

169.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,601 global accepts · Rating: 800 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, sortings
[arvindf232's solution](#)

170.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,303 global accepts · Rating: 800 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: sortings
[arvindf232's solution](#)

171.

1895B

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

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings
[arvindf232's solution](#)

172.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,919 global accepts · Rating: 800 · first AC: 2023-11-03 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

173.

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, sortings
[arvindf232's solution](#)

174.

1881A

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

Quality: 59,296 global accepts · Rating: 800 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: brute force, strings

[arvindf232's solution](#)

175.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,716 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

176.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

177.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: math, probabilities

[arvindf232's solution](#)

178.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,424 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

179.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

180.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

181.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

182.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

183.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,743 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: expression parsing, implementation

[arvindf232's solution](#)

184.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

185.

38A

[Army](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

186.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,424 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

187.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

188.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force, math
[arvindf232's solution](#)

189.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,664 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

190.

59A

[Word](#) · [Tutorial](#)

Quality: 227,896 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

191.

71A

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

Quality: 503,178 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: strings
[arvindf232's solution](#)

192.

61A

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

Quality: 136,197 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

193.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

194.

80A

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

Quality: 66,297 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force
[arvindf232's solution](#)

195.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

196.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: strings

[arvindf232's solution](#)

197.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

198.

110A

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

Quality: 199,478 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

199.

112A

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

Quality: 287,212 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

200.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,537 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

201.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

202.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,507 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

203.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation, sortings, strings

[arvindf232's solution](#)

204.

144A

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

Quality: 121,379 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

205.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

206.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,384 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, math

[arvindf232's solution](#)

207.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,767 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

208.

155A

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

Quality: 93,655 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

209.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

210.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,425 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[arvindf232's solution](#)

211.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,179 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: sortings

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212.

172A

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Quality: 7,516 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: *special, brute force, implementation

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213.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

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214.

177A2

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Quality: 8,564 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: implementation

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215.

181A

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Quality: 8,785 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force, geometry, implementation

[arvindf232's solution](#)

216.

268A

[Games](#) · [Tutorial](#)

Quality: 104,198 global accepts · Rating: 800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force

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217.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,716 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

218.

278A

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Quality: 12,824 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

219.

281A

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Quality: 270,950 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

220.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,217 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

221.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: *special, implementation, sortings

[arvindf232's solution](#)

222.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,389 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

223.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

224.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

225.

330A

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Quality: 31,440 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

226.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,304 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings, strings

[arvindf232's solution](#)

227.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,318 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

228.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

229.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

230.

378A

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

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

231.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,794 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, two pointers

[arvindf232's solution](#)

232.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

233.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

234.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

235.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[arvindf232's solution](#)

236.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,884 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

237.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

238.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

239.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,938 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

240.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,500 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

241.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

242.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

243.

443A

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

Quality: 112,029 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

244.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

245.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

246.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,917 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

247.

469A

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

Quality: 121,188 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

248.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,767 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

249.

486A

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

Quality: 154,125 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

250.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

251.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

252.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

253.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,900 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

254.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

255.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,510 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

256.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

257.

546A

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

Quality: 235,179 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math

[arvindf232's solution](#)

258.

581A

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

Quality: 84,950 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

259.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,436 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

260.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

261.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

262.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,748 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

263.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

264.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

265.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

266.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

267.

630A

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

Quality: 93,498 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: number theory

[arvindf232's solution](#)

268.

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

269.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

270.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

271.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

272.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

273.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

274.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,564 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

275.

678A

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

Quality: 15,162 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

276.

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

277.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

278.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,412 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

279.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

280.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

281.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,014 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation

[arvindf232's solution](#)

282.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,064 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

283.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, math

[arvindf232's solution](#)

284.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2023-10-06 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

285.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2023-10-06 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

286.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2023-10-06 · Kotlin 1.6 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

287.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2023-10-04 · last AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

288.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2023-10-04 · last AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

289.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

290.

723A

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

Quality: 100,705 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, math, sortings

[arvindf232's solution](#)

291.

731A

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

Quality: 53,202 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

292.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,828 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[arvindf232's solution](#)

293.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,499 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

294.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

295.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

296.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

297.

748A

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

Quality: 9,346 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

298.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math, number theory

[arvindf232's solution](#)

299.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: *special, implementation, sortings

[arvindf232's solution](#)

300.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math

[arvindf232's solution](#)

301.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

302.

758A

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

Quality: 75,300 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

303.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: brute force, graphs, math, number theory

[arvindf232's solution](#)

304.

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, implementation, math

[arvindf232's solution](#)

305.

780A

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

Quality: 22,783 global accepts · Rating: 800 · first AC: 2023-10-03 · last AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

306.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[arvindf232's solution](#)

307.

785A

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

Quality: 110,940 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

308.

791A

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

Quality: 257,189 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

309.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

310.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

311.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

312.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

313.

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

314.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,805 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation, math, number theory
[arvindf232's solution](#)

315.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

316.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: games, math
[arvindf232's solution](#)

317.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

318.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

319.

851A

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854A

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321.

855A

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322.

859A

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867A

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324.

873A

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325.

884A

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326.

894A

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327.

897A

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899A

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329.

900A

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330.

908A

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331.

910A

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332.

912A

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333.

918A

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334.

919A

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335.

931A

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336.

932A

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337.

935A

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338.

937A

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339.

938A

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340.

939A

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341.

946A

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342.

950A

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343.

954A

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[arvindf232's solution](#)

344.

959A

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965A

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346.

976A

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347.

977A

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348.

978A

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349.

978B

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350.

984A

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351.

987A

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352.

988A

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353.

992A

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354.

994A

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355.

996A

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356.

999A

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357.

1003A

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358.

1005A

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359.

1006A

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360.

1009A

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Quality: 12,310 global accepts · Rating: 800 · first AC: 2023-09-18 · Kotlin 1.6 (first AC) · Tags: implementation

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361.

1013A

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362.

1867A

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363.

1015A

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364.

1017A

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365.

1028A

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366.

1872A

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367.

1030A

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368.

1031A

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369.

1038A

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Quality: 15,645 global accepts · Rating: 800 · first AC: 2023-09-06 · last AC: 2023-09-06 · Kotlin 1.7 (first AC) · Tags: implementation, strings

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370.

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2023-09-06 · Kotlin 1.7 (first AC) · Tags: greedy, implementation, sortings

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371.

1043A

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Quality: 11,279 global accepts · Rating: 800 · first AC: 2023-09-06 · Kotlin 1.6 (first AC) · Tags: implementation, math

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372.

1047A

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373.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2023-09-05 · last AC: 2023-09-05 · Kotlin 1.6 (first AC) · Tags: implementation
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374.

1056A

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Quality: 7,308 global accepts · Rating: 800 · first AC: 2023-09-05 · last AC: 2023-09-05 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

375.

1866A

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376.

1859A

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377.

1857A

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Quality: 78,909 global accepts · Rating: 800 · first AC: 2023-08-07 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

378.

1856A

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[arvindf232's solution](#)

379.

1850A

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Quality: 74,195 global accepts · Rating: 800 · first AC: 2023-07-21 · Kotlin 1.7 (first AC) · Tags: implementation, sortings
[arvindf232's solution](#)

380.

1846A

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Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · Kotlin 1.6 (first AC) · Tags: implementation, math
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381.

266B

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Quality: 166,064 global accepts · Rating: 800 · first AC: 2023-07-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
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382.

266A

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Quality: 244,525 global accepts · Rating: 800 · first AC: 2023-07-04 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

383.

265A

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[arvindf232's solution](#)

384.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,945 global accepts · Rating: 800 · first AC: 2023-07-04 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

385.

262A

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[arvindf232's solution](#)

386.

255A

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387.

248A

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388.

245A

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[arvindf232's solution](#)

389.

236A

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Quality: 278,979 global accepts · Rating: 800 · first AC: 2023-07-04 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, strings
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390.

233A

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Quality: 49,145 global accepts · Rating: 800 · first AC: 2023-07-04 · Kotlin 1.6 (first AC) · Tags: implementation, math
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391.

231A

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Quality: 430,194 global accepts · Rating: 800 · first AC: 2023-07-04 · Kotlin 1.6 (first AC) · Tags: brute force, greedy
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392.

228A

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

Quality: 139,794 global accepts · Rating: 800 · first AC: 2023-07-04 · Kotlin 1.6 (first AC) · Tags: implementation
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393.

214A

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[arvindf232's solution](#)

394.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2023-07-04 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

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395.

1843B

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Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · Kotlin 1.6 (first AC) · Tags: greedy, math, two pointers

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396.

1843C

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Quality: 39,495 global accepts · Rating: 800 · first AC: 2023-06-20 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, math, trees

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397.

1843A

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Quality: 37,307 global accepts · Rating: 800 · first AC: 2023-06-20 · Kotlin 1.6 (first AC) · Tags: greedy, sortings, two pointers

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398.

1825A

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Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-06-14 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

399.

1828A

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Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-06-14 · last AC: 2023-06-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

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400.

1841A

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Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, games

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401.

1840A

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Quality: 38,050 global accepts · Rating: 800 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: implementation, strings, two pointers

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402.

1838A

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Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

403.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

404.

1837A

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[arvindf232's solution](#)

405.

1833C

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Quality: 27,890 global accepts · Rating: 800 · first AC: 2023-05-19 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

406.

1833A

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[arvindf232's solution](#)

407.

1832A

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[arvindf232's solution](#)

408.

1829C

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Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy, implementation

[arvindf232's solution](#)

409.

1829B

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Quality: 78,011 global accepts · Rating: 800 · first AC: 2023-05-06 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

410.

1829A

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[arvindf232's solution](#)

411.

1823A

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Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: combinatorics, constructive algorithms, math

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412.

1822C

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Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-24 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

413.

1822B

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Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · Kotlin 1.7 (first AC) · Tags: greedy, math, sortings

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414.

1822A

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Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · Kotlin 1.7 (first AC) · Tags: brute force, implementation

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415.

1797A

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Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

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416.

1805B

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Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · Kotlin 1.6 (first AC) · Tags: greedy, strings

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417.

1805A

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Quality: 41,915 global accepts · Rating: 800 · first AC: 2023-04-02 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force

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418.

1807C

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Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-19 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, strings

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419.

1807B

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Quality: 49,349 global accepts · Rating: 800 · first AC: 2023-03-19 · Kotlin 1.6 (first AC) · Tags: greedy

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420.

1807A

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Quality: 84,705 global accepts · Rating: 800 · first AC: 2023-03-19 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

421.

1806A

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Quality: 43,440 global accepts · Rating: 800 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: geometry, greedy, math

[arvindf232's solution](#)

422.

1794A

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Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: strings

[arvindf232's solution](#)

423.

1800A

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1769A

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528.

1547B

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529.

1520B

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1795A

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1546A

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1542A

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1541A

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1536A

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1534A

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542.

1529A

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1527A

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1526A

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1523A

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1520A

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1514A

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1400A

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1392B

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1392A

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1389A

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1374A

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1372A

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1371A

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1370A

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601.

1369A

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602.

1368A

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1367B

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1360B

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1353B

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1399A

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1360A

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610.

1750B

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1619A

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612.

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1352A

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1348A

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616.

1345A

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617.

1343B

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1337A

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619.

1335A

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620.

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621.

1325B

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622.

1325A

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623.

1323A

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1312A

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627.

1311A

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628.

1307A

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1304A

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1301A

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632.

1300A

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633.

1296A

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Quality: 48,340 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

634.

1294A

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Quality: 53,429 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: math

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635.

1287A

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Quality: 22,436 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
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636.

1285A

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Quality: 29,888 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: math
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637.

1284A

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Quality: 18,594 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: implementation, strings
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638.

1283A

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639.

1281A

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Quality: 18,925 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: implementation
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640.

1271A

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641.

1270A

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Quality: 17,815 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: games, greedy, math
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642.

1269A

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Quality: 24,103 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: brute force, math
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643.

1257A

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644.

1255A

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645.

1250F

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646.

1249A

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647.

1244A

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648.

1243A

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649.

1236A

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Quality: 17,250 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math
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650.

1234A

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Quality: 29,552 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

651.

1230A

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652.

1228A

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[arvindf232's solution](#)

653.

1223A

[CME](#) · [Tutorial](#)

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654.

1220A

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655.

1216A

[Prefixes](#) · [Tutorial](#)

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656.

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math
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657.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, math
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658.

1206A

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Quality: 26,050 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: math, sortings
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659.

1200A

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Quality: 21,811 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, implementation
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660.

1194A

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661.

1191A

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662.

1189A

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Quality: 16,105 global accepts · Rating: 800 · first AC: 2023-02-12 · last AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: strings
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663.

1186A

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

Quality: 42,454 global accepts · Rating: 800 · first AC: 2023-02-12 · last AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: implementation
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664.

1793A

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Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: greedy, math
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665.

1788A

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Quality: 52,963 global accepts · Rating: 800 · first AC: 2023-02-09 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math
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666.

1791C

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Quality: 74,143 global accepts · Rating: 800 · first AC: 2023-02-03 · Kotlin 1.6 (first AC) · Tags: implementation, two pointers
[arvindf232's solution](#)

667.

1791B

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Quality: 52,658 global accepts · Rating: 800 · first AC: 2023-02-03 · Kotlin 1.6 (first AC) · Tags: geometry, implementation
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668.

1791A

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Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-02-03 · Kotlin 1.6 (first AC) · Tags: implementation, strings
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669.

1778A

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670.

1790B

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Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · Kotlin 1.6 (first AC) · Tags: greedy, math
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671.

1790A

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Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-27 · Kotlin 1.6 (first AC) · Tags: implementation, math, strings
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672.

1792A

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673.

1777A

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1782A

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[arvindf232's solution](#)

675.

1775A1

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676.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory
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677.

1779A

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Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, strings
[arvindf232's solution](#)

678.

1688B

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Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-01-03 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

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679.

1688A

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Quality: 23,490 global accepts · Rating: 800 · first AC: 2023-01-03 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force

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680.

1731A

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Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

681.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[arvindf232's solution](#)

682.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings

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683.

1767A

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Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

684.

1762A

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Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

685.

1729B

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Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-12-13 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

686.

1749A

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Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-12-13 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

687.

1734B

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Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-12-13 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

688.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 800 · first AC: 2022-12-12 · Kotlin 1.6 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

689.

1773F

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Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

690.

1305A

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[arvindf232's solution](#)

691.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

692.

1764A

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Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

693.

1758A

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

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, strings

[arvindf232's solution](#)

694.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-21 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, sortings

[arvindf232's solution](#)

695.

1760B

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

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, strings

[arvindf232's solution](#)

696.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,926 global accepts · Rating: 800 · first AC: 2022-11-21 · Kotlin 1.6 (first AC) · Tags: implementation, sortings

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697.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,587 global accepts · Rating: 800 · first AC: 2022-11-20 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms

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698.

1748A

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699.

1740A

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Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-11-05 · last AC: 2022-11-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, number theory

[arvindf232's solution](#)

700.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

701.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

702.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, implementation, math
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703.

1744B

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Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

704.

1744A

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Quality: 28,776 global accepts · Rating: 800 · first AC: 2022-10-16 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

705.

1746B

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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, two pointers
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706.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

707.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,089 global accepts · Rating: 800 · first AC: 2022-10-13 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings
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708.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,289 global accepts · Rating: 800 · first AC: 2022-10-13 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

709.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
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710.

1741A

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Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-11 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

711.

1736A

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

Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-10 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, sortings

[arvindf232's solution](#)

712.

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

713.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

714.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings

[arvindf232's solution](#)

715.

1733A

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Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

716.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

717.

1728A

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Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, sortings

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718.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2022-09-06 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, sortings

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719.

1725A

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Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[arvindf232's solution](#)

720.

1717A

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Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · Kotlin 1.6 (first AC) · Tags: math, number theory

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721.

1721A

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Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-27 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

722.

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-08-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

723.

1713A

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Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · Kotlin 1.6 (first AC) · Tags: geometry, greedy, implementation
[arvindf232's solution](#)

724.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

725.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,773 global accepts · Rating: 800 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation
[arvindf232's solution](#)

726.

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
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727.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-15 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

728.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

729.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation
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730.

1698A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force
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731.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy
[arvindf232's solution](#)

732.

1618A

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

Quality: 34,381 global accepts · Rating: 800 · first AC: 2022-06-22 · Kotlin 1.6 (first AC) · Tags: math, sortings
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733.

1614A

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734.

1611B

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735.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2022-06-22 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

736.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-22 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

737.

1607A

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738.

1605A

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739.

1604A

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740.

1602A

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741.

1598A

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742.

1700A

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743.

1692C

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744.

1692B

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745.

1692A

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746.

1697A

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747.

1689A

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748.

1691A

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749.

1612A

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750.

1686B

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751.

1686A

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Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-29 · Kotlin 1.4 (first AC) · Tags: greedy

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752.

1681B

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Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · Kotlin 1.4 (first AC) · Tags: implementation, math

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753.

1681A

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Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · Kotlin 1.4 (first AC) · Tags: games, greedy

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754.

1680A

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755.

1675A

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[arvindf232's solution](#)

756.

1673A

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757.

1671A

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758.

1669C

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[arvindf232's solution](#)

759.

1669B

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Quality: 55,540 global accepts · Rating: 800 · first AC: 2022-04-21 · Kotlin 1.4 (first AC) · Tags: implementation, sortings

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760.

1669A

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Quality: 88,522 global accepts · Rating: 800 · first AC: 2022-04-21 · Kotlin 1.4 (first AC) · Tags: implementation

[arvindf232's solution](#)

761.

1661A

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Quality: 19,369 global accepts · Rating: 800 · first AC: 2022-04-09 · Kotlin 1.4 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

762.

1665A

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[arvindf232's solution](#)

763.

1185A

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764.

1183A

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[arvindf232's solution](#)

765.

1180A

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

Quality: 27,425 global accepts · Rating: 800 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: dp, implementation, math

[arvindf232's solution](#)

766.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: greedy

[arvindf232's solution](#)

767.

1176A

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[arvindf232's solution](#)

768.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

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[arvindf232's solution](#)

769.

1167A

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Quality: 20,276 global accepts · Rating: 800 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, strings

[arvindf232's solution](#)

770.

1162A

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771.

1159A

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772.

1154A

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[arvindf232's solution](#)

773.

1152A

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Quality: 16,210 global accepts · Rating: 800 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

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774.

1150A

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775.

1148A

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[arvindf232's solution](#)

776.

1146A

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[arvindf232's solution](#)

777.

1144A

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778.

1143A

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Quality: 14,040 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: implementation

[arvindf232's solution](#)

779.

1139A

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[arvindf232's solution](#)

780.

1136A

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[arvindf232's solution](#)

781.

1131A

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782.

1130A

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[arvindf232's solution](#)

783.

1118A

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[arvindf232's solution](#)

784.

1114A

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Quality: 19,755 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation

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785.

1108A

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786.

1106A

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Quality: 12,864 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: implementation

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787.

1104A

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Quality: 15,904 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, math

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788.

1102A

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Quality: 26,614 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: math

[arvindf232's solution](#)

789.

1099A

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[arvindf232's solution](#)

790.

1097A

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791.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

792.

1095A

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793.

1093A

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Quality: 18,357 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: math

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794.

1092B

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Quality: 29,213 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: sortings

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795.

1092A

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Quality: 17,274 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: implementation

[arvindf232's solution](#)

796.

1091A

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797.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms

[arvindf232's solution](#)

798.

1081A

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[arvindf232's solution](#)

799.

1080A

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800.

1077A

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801.

1075A

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802.

1065A

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803.

1064A

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804.

1061A

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805.

1060A

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806.

1650A

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807.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: math, sortings

[arvindf232's solution](#)

808.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: greedy

[arvindf232's solution](#)

809.

1657A

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Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

810.

1660B

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811.

1660A

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812.

1658B

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Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, number theory

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813.

1658A

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Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, math

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814.

1647A

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815.

1646A

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816.

1644B

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817.

1644A

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Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · Kotlin 1.4 (first AC) · Tags: implementation

[arvindf232's solution](#)

818.

1635B

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Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · Kotlin 1.4 (first AC) · Tags: greedy

[arvindf232's solution](#)

819.

1635A

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Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-02-20 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy

[arvindf232's solution](#)

820.

1638A

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Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

821.

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · Kotlin 1.4 (first AC) · Tags: brute force, sortings

[arvindf232's solution](#)

822.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · Kotlin 1.4 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

823.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · Kotlin 1.4 (first AC) · Tags: greedy

[arvindf232's solution](#)

824.

1621A

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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

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825.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · Kotlin 1.4 (first AC) · Tags: implementation

[arvindf232's solution](#)

826.

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · Kotlin 1.4 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

827.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[arvindf232's solution](#)

828.

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special

[arvindf232's solution](#)

829.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[arvindf232's solution](#)

830.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math

[arvindf232's solution](#)

831.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: math

[arvindf232's solution](#)

832.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: brute force, math, sortings

[arvindf232's solution](#)

833.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

834.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

835.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,262 global accepts · Rating: 800 · first AC: 2021-08-16 · Kotlin 1.4 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

836.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-08-10 · Kotlin 1.4 (first AC) · Tags: sortings, strings

[arvindf232's solution](#)

837.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: math

[arvindf232's solution](#)

838.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

839.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation

[arvindf232's solution](#)

840.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2021-02-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, sortings

[arvindf232's solution](#)

841.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: implementation, sortings

[arvindf232's solution](#)

842.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2021-02-11 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

843.

1452A

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844.

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846.

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1468E

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1474A

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854.

1473A

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859.

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860.

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864.

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879.

2093B

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1990A

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894.

1988A

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895.

1985D

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1954A

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897.

1951A

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898.

1945B

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899.

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904.

26A

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16B

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1828B

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913.

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1833B

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1823B

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1808A

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918.

1806B

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919.

1747B

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921.

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924.

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925.

1794B

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926.

1665B

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927.

1650B

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928.

1642B

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929.

1624B

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930.

1613A

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931.

1612B

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932.

1609A

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933.

1607B

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934.

1606A

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935.

1593B

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936.

1585B

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937.

1584C

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938.

1582B

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939.

1555A

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940.

1525B

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1543B

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942.

1543A

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943.

1537B

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1535B

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945.

1501B

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946.

1496A

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947.

1494A

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948.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

949.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation, strings

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950.

1440B

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Quality: 30,326 global accepts · Rating: 900 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: greedy, math

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951.

1433C

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Quality: 28,606 global accepts · Rating: 900 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

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952.

1430A

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Quality: 21,754 global accepts · Rating: 900 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, math

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953.

1427A

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Quality: 18,031 global accepts · Rating: 900 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: math, sortings

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954.

1426B

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Quality: 21,801 global accepts · Rating: 900 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: implementation

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955.

1419A

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Quality: 20,526 global accepts · Rating: 900 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: games, greedy, implementation

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956.

1406A

[Subset Mex](#) · [Tutorial](#)

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957.

1401A

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958.

1380A

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959.

1374B

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960.

1373B

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961.

1354A

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962.

1351B

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[arvindf232's solution](#)

963.

1350A

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Quality: 27,380 global accepts · Rating: 900 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

964.

1343A

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Quality: 53,385 global accepts · Rating: 900 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

965.

1341A

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Quality: 30,428 global accepts · Rating: 900 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

966.

1339A

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Quality: 34,206 global accepts · Rating: 900 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: brute force, dp, implementation, math

[arvindf232's solution](#)

967.

1337B

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Quality: 36,862 global accepts · Rating: 900 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

968.

1335B

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Quality: 42,595 global accepts · Rating: 900 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

969.

1330A

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Quality: 19,461 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

970.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

971.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: implementation, number theory

[arvindf232's solution](#)

972.

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

973.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation

[arvindf232's solution](#)

974.

1296B

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Quality: 32,695 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

975.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

976.

1291A

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

Quality: 20,682 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: greedy, math, strings

[arvindf232's solution](#)

977.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

978.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

979.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

980.

1272A

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Quality: 22,073 global accepts · Rating: 900 · first AC: 2023-02-26 · last AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math, sortings

[arvindf232's solution](#)

981.

1267B

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Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

982.

1248B

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Quality: 18,020 global accepts · Rating: 900 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings

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983.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

984.

1225A

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

Quality: 16,623 global accepts · Rating: 900 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

985.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

986.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

987.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: math

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988.

1206B

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Quality: 29,510 global accepts · Rating: 900 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: dp, implementation

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989.

1204B

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990.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: implementation, strings

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991.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

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992.

1187A

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Quality: 15,543 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

993.

1183B

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Quality: 19,695 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

994.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

995.

1169A

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Quality: 12,693 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

996.

1166A

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Quality: 15,076 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: combinatorics, greedy

[arvindf232's solution](#)

997.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

998.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

999.

1144B

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

Quality: 18,336 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

1000.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1001.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, implementation

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1002.

1132B

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Quality: 14,008 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

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1003.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2023-02-20 · last AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math

[arvindf232's solution](#)

1004.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1005.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

1006.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math, sortings

[arvindf232's solution](#)

1007.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2023-02-19 · last AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

1008.

1095B

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Quality: 24,339 global accepts · Rating: 900 · first AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1009.

1093B

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Quality: 17,703 global accepts · Rating: 900 · first AC: 2023-02-19 · last AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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1010.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · Kotlin 1.6 (first AC) · Tags: brute force, geometry, greedy

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1011.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · Kotlin 1.6 (first AC) · Tags: combinatorics, greedy, math

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1012.

1775A2

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

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1013.

1768B

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Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · Kotlin 1.6 (first AC) · Tags: greedy, math

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1014.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

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1015.

1771A

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Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, sortings

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1016.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: math, number theory

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1017.

1758B

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Quality: 23,889 global accepts · Rating: 900 · first AC: 2022-11-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

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1018.

1749B

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Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · Kotlin 1.6 (first AC) · Tags: greedy

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1019.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, strings

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1020.

1735B

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Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1021.

1733B

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Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1022.

1726A

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Quality: 36,535 global accepts · Rating: 900 · first AC: 2022-09-06 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1023.

1714A

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Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1024.

1705B

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Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation

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1025.

1699B

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Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, matrices

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1026.

1696B

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

Quality: 36,314 global accepts · Rating: 900 · first AC: 2022-06-25 · Kotlin 1.4 (first AC) · Tags: greedy

[arvindf232's solution](#)

1027.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1028.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

1029.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,164 global accepts · Rating: 900 · first AC: 2022-05-14 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math, number theory

[arvindf232's solution](#)

1030.

1675B

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Quality: 43,282 global accepts · Rating: 900 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1031.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[arvindf232's solution](#)

1032.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · Kotlin 1.4 (first AC) · Tags: math

[arvindf232's solution](#)

1033.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

1034.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, math

[arvindf232's solution](#)

1035.

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation, interactive

[arvindf232's solution](#)

1036.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[arvindf232's solution](#)

1037.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-02-11 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1038.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

1039.

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: brute force, dp, math

[arvindf232's solution](#)

1040.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1041.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1042.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2021-01-07 · Kotlin 1.4 (first AC) · Tags: math, sortings

[arvindf232's solution](#)

1043.

1471A

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

Quality: 38,202 global accepts · Rating: 900 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

1044.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2021-01-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1045.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2021-01-02 · Kotlin 1.4 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1046.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,447 global accepts · Rating: 900 · first AC: 2020-12-26 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[arvindf232's solution](#)

1047.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[arvindf232's solution](#)

1048.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1000 · first AC: 2026-01-25 · Kotlin 2.2 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

1049.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · Kotlin 2.2 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

1050.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · Kotlin 2.2 (first AC) · Tags: brute force, implementation, math, number theory

[arvindf232's solution](#)

1051.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,760 global accepts · Rating: 1000 · first AC: 2025-10-24 · Kotlin 2.2 (first AC) · Tags: binary search, brute force, greedy, implementation

[arvindf232's solution](#)

1052.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,809 global accepts · Rating: 1000 · first AC: 2025-10-19 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

1053.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · Kotlin 2.2 (first AC) · Tags: brute force, constructive algorithms
[arvindf232's solution](#)

1054.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,546 global accepts · Rating: 1000 · first AC: 2025-10-06 · Kotlin 2.2 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1055.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · Kotlin 2.2 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1056.

2148D

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

Quality: 26,736 global accepts · Rating: 1000 · first AC: 2025-09-13 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy, sortings
[arvindf232's solution](#)

1057.

2132C1

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

Quality: 27,734 global accepts · Rating: 1000 · first AC: 2025-08-21 · Kotlin 1.9 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

1058.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[arvindf232's solution](#)

1059.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-04-25 · Kotlin 1.9 (first AC) · Tags: greedy, math, sortings
[arvindf232's solution](#)

1060.

2093C

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

Quality: 30,842 global accepts · Rating: 1000 · first AC: 2025-04-08 · Kotlin 1.9 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

1061.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,814 global accepts · Rating: 1000 · first AC: 2025-03-29 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation, math
[arvindf232's solution](#)

1062.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,831 global accepts · Rating: 1000 · first AC: 2025-03-25 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

1063.

2060B

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

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1064.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, sortings

[arvindf232's solution](#)

1065.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1066.

2051C

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

Quality: 28,009 global accepts · Rating: 1000 · first AC: 2024-12-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

1067.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1068.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, implementation, two pointers

[arvindf232's solution](#)

1069.

2039B

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

Quality: 17,295 global accepts · Rating: 1000 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[arvindf232's solution](#)

1070.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · Kotlin 1.9 (first AC) · Tags: greedy, math, sortings

[arvindf232's solution](#)

1071.

2000C

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

Quality: 31,424 global accepts · Rating: 1000 · first AC: 2024-08-13 · last AC: 2024-08-18 · Kotlin 1.9 (first AC) · Tags: data structures, strings

[arvindf232's solution](#)

1072.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · Kotlin 1.9 (first AC) · Tags: brute force, greedy

[arvindf232's solution](#)

1073.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math, number theory

[arvindf232's solution](#)

1074.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,742 global accepts · Rating: 1000 · first AC: 2024-08-06 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation

[arvindf232's solution](#)

1075.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-16 · Kotlin 1.9 (first AC) · Tags: bitmasks, greedy

[arvindf232's solution](#)

1076.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,104 global accepts · Rating: 1000 · first AC: 2024-06-11 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

1077.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: implementation, sortings

[arvindf232's solution](#)

1078.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, number theory

[arvindf232's solution](#)

1079.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,345 global accepts · Rating: 1000 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math

[arvindf232's solution](#)

1080.

1955B

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

Quality: 32,263 global accepts · Rating: 1000 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[arvindf232's solution](#)

1081.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · last AC: 2024-03-26 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1082.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, math

[arvindf232's solution](#)

1083.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, math

[arvindf232's solution](#)

1084.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,882 global accepts · Rating: 1000 · first AC: 2024-02-13 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math

[arvindf232's solution](#)

1085.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,232 global accepts · Rating: 1000 · first AC: 2023-12-18 · last AC: 2024-01-16 · Kotlin 1.6 (first AC) · Tags: strings

[arvindf232's solution](#)

1086.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, strings

[arvindf232's solution](#)

1087.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

1088.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

1089.

14B

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

Quality: 8,304 global accepts · Rating: 1000 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1090.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1091.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: greedy, shortest paths

[arvindf232's solution](#)

1092.

1859B

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

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[arvindf232's solution](#)

1093.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1094.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,562 global accepts · Rating: 1000 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, two pointers

[arvindf232's solution](#)

1095.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1096.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-06 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, dp, implementation

[arvindf232's solution](#)

1097.

1784A

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

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: brute force, greedy

[arvindf232's solution](#)

1098.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1099.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[arvindf232's solution](#)

1100.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1101.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1102.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: games, greedy

[arvindf232's solution](#)

1103.

1690D

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

Quality: 47,020 global accepts · Rating: 1000 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: implementation, two pointers

[arvindf232's solution](#)

1104.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation

[arvindf232's solution](#)

1105.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: combinatorics, implementation, strings

[arvindf232's solution](#)

1106.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy,

implementation, math
[arvindf232's solution](#)

1107.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms
[arvindf232's solution](#)

1108.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2023-03-04 · last AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math, sortings
[arvindf232's solution](#)

1109.

1620B

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

Quality: 31,470 global accepts · Rating: 1000 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: geometry, greedy, math
[arvindf232's solution](#)

1110.

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2023-03-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, sortings
[arvindf232's solution](#)

1111.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2023-03-03 · last AC: 2023-03-03 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings
[arvindf232's solution](#)

1112.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2023-03-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1113.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2023-03-03 · Kotlin 1.6 (first AC) · Tags: brute force, sortings
[arvindf232's solution](#)

1114.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2023-03-03 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

1115.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

1116.

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

1117.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1118.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy
[arvindf232's solution](#)

1119.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[arvindf232's solution](#)

1120.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

1121.

1800C1

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

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: data structures, greedy
[arvindf232's solution](#)

1122.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: greedy, strings
[arvindf232's solution](#)

1123.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: combinatorics, geometry, greedy, math
[arvindf232's solution](#)

1124.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory
[arvindf232's solution](#)

1125.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1126.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, geometry, math, number theory
[arvindf232's solution](#)

1127.

1430C

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

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[arvindf232's solution](#)

1128.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[arvindf232's solution](#)

1129.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,331 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, number theory

[arvindf232's solution](#)

1130.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2023-03-01 · last AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

1131.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

1132.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1133.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

1134.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

1135.

1362A

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

Quality: 34,075 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1136.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,173 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1137.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[arvindf232's solution](#)

1138.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math
[arvindf232's solution](#)

1139.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

1140.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1141.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: *special, math
[arvindf232's solution](#)

1142.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

1143.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1144.

1796B

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

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

1145.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, number theory
[arvindf232's solution](#)

1146.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings
[arvindf232's solution](#)

1147.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: combinatorics, greedy, math
[arvindf232's solution](#)

1148.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, strings
[arvindf232's solution](#)

1149.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1150.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1151.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: chinese remainder theorem, math

[arvindf232's solution](#)

1152.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1153.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1154.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math

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1155.

1256A

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Quality: 32,432 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math

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1156.

1253A

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Quality: 19,434 global accepts · Rating: 1000 · first AC: 2023-02-26 · last AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: implementation

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1157.

1252A

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Quality: 5,997 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: —

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1158.

1251A

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Quality: 21,555 global accepts · Rating: 1000 · first AC: 2023-02-26 · last AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: brute force, strings, two pointers

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1159.

1249B1

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Quality: 22,292 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: dsu, math

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1160.

1248A

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Quality: 15,105 global accepts · Rating: 1000 · first AC: 2023-02-26 · last AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: geometry, math
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1161.

1245A

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Quality: 14,892 global accepts · Rating: 1000 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math, number theory
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1162.

1244B

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Quality: 17,542 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
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1163.

1243B1

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Quality: 15,359 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: strings
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1164.

1237A

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Quality: 22,121 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: implementation, math
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1165.

1234B1

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Quality: 19,767 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: implementation
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1166.

1230B

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Quality: 19,631 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
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1167.

1225B1

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Quality: 12,518 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: implementation
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1168.

1223B

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Quality: 15,894 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: strings
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1169.

1221A

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Quality: 18,161 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math
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1170.

1215A

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Quality: 12,182 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math
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1171.

1211A

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Quality: 1,584 global accepts · Rating: 1000 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: *special, implementation
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1172.

1204A

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Quality: 22,315 global accepts · Rating: 1000 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: math
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1173.

1203A

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Quality: 17,679 global accepts · Rating: 1000 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1174.

1199B

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Quality: 22,394 global accepts · Rating: 1000 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: geometry, math
[arvindf232's solution](#)

1175.

1199A

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Quality: 16,295 global accepts · Rating: 1000 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1176.

1197B

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Quality: 14,510 global accepts · Rating: 1000 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1177.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, math
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1178.

1195A

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Quality: 14,200 global accepts · Rating: 1000 · first AC: 2023-02-21 · last AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: greedy, math
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1179.

1182A

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Quality: 35,574 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: dp, math
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1180.

1181A

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Quality: 14,793 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

1181.

1177A

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Quality: 6,769 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1182.

1174A

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Quality: 19,210 global accepts · Rating: 1000 · first AC: 2023-02-20 · last AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings

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1183.

1165B

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Quality: 24,281 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings

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1184.

1155A

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1185.

1153A

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Quality: 12,105 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: brute force, math

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1186.

1151A

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Quality: 11,856 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: brute force, strings

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1187.

1144C

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Quality: 16,361 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, sortings

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1188.

1141A

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1189.

1140A

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Quality: 12,808 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation

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1190.

1139B

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Quality: 19,391 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

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1191.

1136B

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Quality: 12,273 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1192.

1133A

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Quality: 19,698 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation

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1193.

1117B

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Quality: 15,736 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings
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1194.

1111A

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Quality: 18,094 global accepts · Rating: 1000 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

1195.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1196.

1100A

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Quality: 10,674 global accepts · Rating: 1000 · first AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1197.

1090M

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Quality: 7,169 global accepts · Rating: 1000 · first AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1198.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2023-02-19 · last AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: implementation, sortings
[arvindf232's solution](#)

1199.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, sortings
[arvindf232's solution](#)

1200.

1791D

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Quality: 49,261 global accepts · Rating: 1000 · first AC: 2023-02-03 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, strings
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1201.

1790C

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Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math
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1202.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, sortings
[arvindf232's solution](#)

1203.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1204.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · Kotlin 1.6 (first AC) · Tags: brute force, greedy
[arvindf232's solution](#)

1205.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,776 global accepts · Rating: 1000 · first AC: 2022-12-12 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1206.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: brute force, math
[arvindf232's solution](#)

1207.

1765M

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Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

1208.

1760D

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

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2022-11-21 · Kotlin 1.6 (first AC) · Tags: implementation, two pointers
[arvindf232's solution](#)

1209.

1761B

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Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation
[arvindf232's solution](#)

1210.

1593C

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Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-11-07 · last AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: binary search, greedy
[arvindf232's solution](#)

1211.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,086 global accepts · Rating: 1000 · first AC: 2022-10-16 · Kotlin 1.6 (first AC) · Tags: binary search, implementation, two pointers
[arvindf232's solution](#)

1212.

1725B

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

Quality: 28,263 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[arvindf232's solution](#)

1213.

1713B

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Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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1214.

1704B

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Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation
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1215.

1691B

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Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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1216.

1671B

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Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · Kotlin 1.4 (first AC) · Tags: brute force, math, sortings

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1217.

1584B

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Quality: 14,352 global accepts · Rating: 1000 · first AC: 2022-03-07 · Kotlin 1.4 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1218.

1107B

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Quality: 17,721 global accepts · Rating: 1000 · first AC: 2022-03-07 · Kotlin 1.4 (first AC) · Tags: math, number theory

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1219.

1634C

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Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

1220.

1566C

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Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2021-09-15 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[arvindf232's solution](#)

1221.

1506C

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Quality: 35,620 global accepts · Rating: 1000 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, strings

[arvindf232's solution](#)

1222.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, math

[arvindf232's solution](#)

1223.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation

[arvindf232's solution](#)

1224.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math, number theory

[arvindf232's solution](#)

1225.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2021-02-11 · last AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: brute force, geometry,

greedy

[arvindf232's solution](#)

1226.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[arvindf232's solution](#)

1227.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[arvindf232's solution](#)

1228.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory, strings

[arvindf232's solution](#)

1229.

1418A

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Quality: 33,836 global accepts · Rating: 1000 · first AC: 2021-01-13 · Kotlin 1.4 (first AC) · Tags: math

[arvindf232's solution](#)

1230.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,062 global accepts · Rating: 1000 · first AC: 2021-01-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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1231.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,051 global accepts · Rating: 1000 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

1232.

1469A

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Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1233.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,442 global accepts · Rating: 1000 · first AC: 2020-12-27 · Python 3 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1234.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,569 global accepts · Rating: 1100 · first AC: 2026-01-25 · Kotlin 2.2 (first AC) · Tags: binary search, sortings, two pointers

[arvindf232's solution](#)

1235.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-13 · Kotlin 2.2 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[arvindf232's solution](#)

1236.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,098 global accepts · Rating: 1100 · first AC: 2026-01-13 · Kotlin 2.2 (first AC) · Tags: math

[arvindf232's solution](#)

1237.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-10 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1238.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1100 · first AC: 2025-12-23 · Kotlin 2.2 (first AC) · Tags: implementation, math, number theory, sortings

[arvindf232's solution](#)

1239.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,238 global accepts · Rating: 1100 · first AC: 2025-11-20 · Kotlin 2.2 (first AC) · Tags: bitmasks, games, greedy

[arvindf232's solution](#)

1240.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,322 global accepts · Rating: 1100 · first AC: 2025-10-17 · Kotlin 2.2 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[arvindf232's solution](#)

1241.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,987 global accepts · Rating: 1100 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, graphs

[arvindf232's solution](#)

1242.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · Kotlin 2.2 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1243.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,615 global accepts · Rating: 1100 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1244.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[arvindf232's solution](#)

1245.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[arvindf232's solution](#)

1246.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · Kotlin 1.9 (first AC) · Tags: games, greedy, math

[arvindf232's solution](#)

1247.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[arvindf232's solution](#)

1248.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy

[arvindf232's solution](#)

1249.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-13 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[arvindf232's solution](#)

1250.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[arvindf232's solution](#)

1251.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-03-01 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[arvindf232's solution](#)

1252.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[arvindf232's solution](#)

1253.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy

[arvindf232's solution](#)

1254.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[arvindf232's solution](#)

1255.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: binary search, geometry

[arvindf232's solution](#)

1256.

2060D

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

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · Kotlin 1.9 (first AC) · Tags: greedy

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1257.

2044D

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Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math
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1258.

2050B

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Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math
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1259.

2029B

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Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games, strings
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1260.

2036C

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Quality: 22,198 global accepts · Rating: 1100 · first AC: 2024-11-02 · Kotlin 1.9 (first AC) · Tags: brute force, implementation
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1261.

2032B

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Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, math
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1262.

2027B

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Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · Kotlin 1.9 (first AC) · Tags: brute force, greedy
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1263.

2014C

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Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math
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1264.

2009C

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Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-03 · Kotlin 1.9 (first AC) · Tags: implementation, math
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1265.

2008D

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Quality: 23,446 global accepts · Rating: 1100 · first AC: 2024-09-01 · Kotlin 1.9 (first AC) · Tags: dp, dsu, graphs, math
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1266.

2004C

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Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · Kotlin 1.9 (first AC) · Tags: games, greedy, sortings
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1267.

1999D

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Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-06 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, strings
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1268.

1993B

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Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy
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1269.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp
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1270.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,552 global accepts · Rating: 1100 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: dp, greedy, implementation, sortings, strings
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1271.

1942B

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Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

1272.

1950D

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Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: brute force, dp, implementation, number theory
[arvindf232's solution](#)

1273.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · Kotlin 1.9 (first AC) · Tags: dp, greedy, math
[arvindf232's solution](#)

1274.

1948B

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Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, implementation
[arvindf232's solution](#)

1275.

1923B

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Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: dp, greedy, implementation
[arvindf232's solution](#)

1276.

1921D

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Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings, two pointers
[arvindf232's solution](#)

1277.

1920B

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Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · Kotlin 1.6 (first AC) · Tags: games, greedy, math, sortings
[arvindf232's solution](#)

1278.

1917B

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Quality: 36,349 global accepts · Rating: 1100 · first AC: 2023-12-24 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[arvindf232's solution](#)

1279.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2023-12-19 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

1280.

1905B

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Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · Kotlin 1.6 (first AC) · Tags: greedy, trees
[arvindf232's solution](#)

1281.

1910A

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Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[arvindf232's solution](#)

1282.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,010 global accepts · Rating: 1100 · first AC: 2023-10-30 · Kotlin 1.6 (first AC) · Tags: brute force, math, sortings
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1283.

25B

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Quality: 11,255 global accepts · Rating: 1100 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1284.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,352 global accepts · Rating: 1100 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings
[arvindf232's solution](#)

1285.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: implementation, sortings
[arvindf232's solution](#)

1286.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms
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1287.

6B

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Quality: 14,825 global accepts · Rating: 1100 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1288.

735B

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Quality: 8,744 global accepts · Rating: 1100 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: greedy, number theory, sortings
[arvindf232's solution](#)

1289.

1867B

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Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, strings
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1290.

1872C

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Quality: 26,380 global accepts · Rating: 1100 · first AC: 2023-09-07 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1291.

1857B

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Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

1292.

1840B

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Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, math

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1293.

1838B

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Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

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1294.

1839B

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Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1295.

1827A

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Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-16 · Kotlin 1.7 (first AC) · Tags: combinatorics, math, sortings, two pointers

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1296.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: brute force, sortings, two pointers

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1297.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings

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1298.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 1100 · first AC: 2023-05-06 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[arvindf232's solution](#)

1299.

1826B

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

Quality: 28,157 global accepts · Rating: 1100 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1300.

1797B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-04-08 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

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1301.

1807G1

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

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-19 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[arvindf232's solution](#)

1302.

1807G2

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

Quality: 27,841 global accepts · Rating: 1100 · first AC: 2023-03-19 · Kotlin 1.6 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[arvindf232's solution](#)

1303.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

1304.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1305.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math, number theory

[arvindf232's solution](#)

1306.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: greedy, math, shortest paths

[arvindf232's solution](#)

1307.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math, two pointers

[arvindf232's solution](#)

1308.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, strings

[arvindf232's solution](#)

1309.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1310.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1311.

1708B

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

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1312.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math

[arvindf232's solution](#)

1313.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, strings

[arvindf232's solution](#)

1314.

1702C

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

Quality: 25,119 global accepts · Rating: 1100 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

1315.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings

[arvindf232's solution](#)

1316.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,397 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, sortings

[arvindf232's solution](#)

1317.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,066 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings

[arvindf232's solution](#)

1318.

1673B

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

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, strings

[arvindf232's solution](#)

1319.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

1320.

1670B

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Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, strings

[arvindf232's solution](#)

1321.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math, two pointers

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1322.

1638B

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Quality: 22,546 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: data structures, math, sortings

[arvindf232's solution](#)

1323.

1631B

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

Quality: 26,889 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

1324.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

1325.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, sortings

[arvindf232's solution](#)

1326.

1624C

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

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[arvindf232's solution](#)

1327.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[arvindf232's solution](#)

1328.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2023-03-04 · last AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1329.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2023-03-03 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

1330.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2023-03-03 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

1331.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2023-03-03 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

1332.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2023-03-02 · last AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

1333.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: bitmasks, math

[arvindf232's solution](#)

1334.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1335.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: implementation, sortings

[arvindf232's solution](#)

1336.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: data structures, sortings, strings

[arvindf232's solution](#)

1337.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: combinatorics, greedy, math

[arvindf232's solution](#)

1338.

1800C2

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

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

1339.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: greedy, two pointers

[arvindf232's solution](#)

1340.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

1341.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings

[arvindf232's solution](#)

1342.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

1343.

1511C

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

Quality: 32,806 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, implementation, trees

[arvindf232's solution](#)

1344.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory
[arvindf232's solution](#)

1345.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

1346.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1347.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math
[arvindf232's solution](#)

1348.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation
[arvindf232's solution](#)

1349.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, strings
[arvindf232's solution](#)

1350.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2023-03-01 · last AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, math
[arvindf232's solution](#)

1351.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation
[arvindf232's solution](#)

1352.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings
[arvindf232's solution](#)

1353.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, greedy
[arvindf232's solution](#)

1354.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1355.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math

[arvindf232's solution](#)

1356.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1357.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1358.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

1359.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2023-03-01 · Kotlin 1.6 (first AC) · Tags: dp, games

[arvindf232's solution](#)

1360.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

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1361.

1370B

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Quality: 25,015 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory

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1362.

1366A

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Quality: 32,996 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math

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1363.

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: games, greedy, implementation

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1364.

1360C

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1365.

1345B

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Quality: 28,241 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, dp, math

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1366.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, strings

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1367.

1335C

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Quality: 38,965 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, implementation, sortings

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1368.

1334B

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Quality: 27,620 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

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1369.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1370.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

1371.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1372.

1324C

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Quality: 30,513 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[arvindf232's solution](#)

1373.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: brute force, strings

[arvindf232's solution](#)

1374.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[arvindf232's solution](#)

1375.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, implementation

[arvindf232's solution](#)

1376.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1377.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, math, ternary search
[arvindf232's solution](#)

1378.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1379.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: graphs, implementation
[arvindf232's solution](#)

1380.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

1381.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1100 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1382.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

1383.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: brute force, math
[arvindf232's solution](#)

1384.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: data structures, implementation
[arvindf232's solution](#)

1385.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy
[arvindf232's solution](#)

1386.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2023-02-21 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings
[arvindf232's solution](#)

1387.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1388.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

1389.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory
[arvindf232's solution](#)

1390.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

1391.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1392.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

1393.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1394.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2023-02-20 · last AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation, sortings
[arvindf232's solution](#)

1395.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2023-02-20 · last AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1396.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

1397.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2023-02-20 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math, number theory
[arvindf232's solution](#)

1398.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, strings
[arvindf232's solution](#)

1399.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2023-02-19 · last AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

1400.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, math

[arvindf232's solution](#)

1401.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2023-02-19 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1402.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1403.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[arvindf232's solution](#)

1404.

1791G1

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

Quality: 33,916 global accepts · Rating: 1100 · first AC: 2023-02-03 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

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1405.

1791E

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

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-02-03 · Kotlin 1.6 (first AC) · Tags: dp, greedy, sortings

[arvindf232's solution](#)

1406.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 1100 · first AC: 2022-12-27 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1407.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[arvindf232's solution](#)

1408.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math

[arvindf232's solution](#)

1409.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy
[arvindf232's solution](#)

1410.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-13 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, number theory
[arvindf232's solution](#)

1411.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

1412.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, math
[arvindf232's solution](#)

1413.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation
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1414.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, math
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1415.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · Kotlin 1.4 (first AC) · Tags: brute force, implementation
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1416.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: implementation
[arvindf232's solution](#)

1417.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,602 global accepts · Rating: 1100 · first AC: 2022-04-21 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, two pointers
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1418.

1669D

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Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · Kotlin 1.4 (first AC) · Tags: implementation
[arvindf232's solution](#)

1419.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2022-03-07 · Kotlin 1.4 (first AC) · Tags: binary search, math
[arvindf232's solution](#)

1420.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, math
[arvindf232's solution](#)

1421.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · Kotlin 1.4 (first AC) · Tags: brute force, math
[arvindf232's solution](#)

1422.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · Kotlin 1.4 (first AC) · Tags: greedy, strings
[arvindf232's solution](#)

1423.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · Kotlin 1.4 (first AC) · Tags: greedy, two pointers
[arvindf232's solution](#)

1424.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

1425.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1426.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math
[arvindf232's solution](#)

1427.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, math
[arvindf232's solution](#)

1428.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2021-01-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, games, math
[arvindf232's solution](#)

1429.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation, math
[arvindf232's solution](#)

1430.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-01-04 · Kotlin 1.4 (first AC) · Tags: dp, graphs
[arvindf232's solution](#)

1431.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: dp, greedy, implementation

[arvindf232's solution](#)

1432.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,600 global accepts · Rating: 1200 · first AC: 2025-12-17 · Kotlin 2.2 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

1433.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-11-29 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1434.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · Kotlin 2.2 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1435.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[arvindf232's solution](#)

1436.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · Kotlin 2.2 (first AC) · Tags: strings

[arvindf232's solution](#)

1437.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,061 global accepts · Rating: 1200 · first AC: 2025-09-13 · Kotlin 2.2 (first AC) · Tags: binary search, data structures, two pointers

[arvindf232's solution](#)

1438.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[arvindf232's solution](#)

1439.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1440.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

1441.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-08 · Kotlin 1.9 (first AC) · Tags: binary search, math, number theory

[arvindf232's solution](#)

1442.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-06-08 · Kotlin 1.9 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

1443.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · Kotlin 1.9 (first AC) · Tags: bitmasks, greedy, math

[arvindf232's solution](#)

1444.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1445.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math

[arvindf232's solution](#)

1446.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

1447.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,573 global accepts · Rating: 1200 · first AC: 2025-02-25 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[arvindf232's solution](#)

1448.

2065D

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

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-09 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1449.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, math

[arvindf232's solution](#)

1450.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,916 global accepts · Rating: 1200 · first AC: 2024-12-22 · Kotlin 1.9 (first AC) · Tags: binary search, sortings, two pointers

[arvindf232's solution](#)

1451.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[arvindf232's solution](#)

1452.

2050C

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

Quality: 24,998 global accepts · Rating: 1200 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: brute force, dp, math

[arvindf232's solution](#)

1453.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, math, number theory

[arvindf232's solution](#)

1454.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

1455.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math, sortings

[arvindf232's solution](#)

1456.

2003C

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

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-25 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[arvindf232's solution](#)

1457.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · last AC: 2024-08-18 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, two pointers

[arvindf232's solution](#)

1458.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1459.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-16 · Kotlin 1.9 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[arvindf232's solution](#)

1460.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, math

[arvindf232's solution](#)

1461.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, greedy

[arvindf232's solution](#)

1462.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1463.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,633 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

1464.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

1465.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, implementation
[arvindf232's solution](#)

1466.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: implementation, trees
[arvindf232's solution](#)

1467.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: games, greedy, implementation
[arvindf232's solution](#)

1468.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation
[arvindf232's solution](#)

1469.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, sortings
[arvindf232's solution](#)

1470.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

1471.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: data structures, dp, implementation, two pointers
[arvindf232's solution](#)

1472.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: sortings
[arvindf232's solution](#)

1473.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms
[arvindf232's solution](#)

1474.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, strings
[arvindf232's solution](#)

1475.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

1476.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1477.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: dp, greedy, sortings

[arvindf232's solution](#)

1478.

999C

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

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

1479.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · Kotlin 1.9 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1480.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-12 · Kotlin 1.9 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

1481.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy

[arvindf232's solution](#)

1482.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: brute force

[arvindf232's solution](#)

1483.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, implementation

[arvindf232's solution](#)

1484.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

1485.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, math

[arvindf232's solution](#)

1486.

1926C

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

Quality: 32,744 global accepts · Rating: 1200 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: dp, implementation

[arvindf232's solution](#)

1487.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-18 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[arvindf232's solution](#)

1488.

1909B

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

Quality: 30,954 global accepts · Rating: 1200 · first AC: 2024-01-16 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[arvindf232's solution](#)

1489.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,081 global accepts · Rating: 1200 · first AC: 2023-12-19 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[arvindf232's solution](#)

1490.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, strings

[arvindf232's solution](#)

1491.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[arvindf232's solution](#)

1492.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

1493.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: binary search, geometry, math

[arvindf232's solution](#)

1494.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,819 global accepts · Rating: 1200 · first AC: 2023-09-07 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1495.

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy, math

[arvindf232's solution](#)

1496.

1857C

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

Quality: 41,745 global accepts · Rating: 1200 · first AC: 2023-08-07 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1497.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · Kotlin 1.6 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[arvindf232's solution](#)

1498.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,389 global accepts · Rating: 1200 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1499.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, sortings

[arvindf232's solution](#)

1500.

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1501.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,663 global accepts · Rating: 1200 · first AC: 2023-03-29 · Kotlin 1.6 (first AC) · Tags: math, sortings

[arvindf232's solution](#)

1502.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[arvindf232's solution](#)

1503.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: games

[arvindf232's solution](#)

1504.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,616 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math

[arvindf232's solution](#)

1505.

1729D

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

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: greedy, sortings, two pointers

[arvindf232's solution](#)

1506.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1507.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1508.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1509.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, sortings

[arvindf232's solution](#)

1510.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[arvindf232's solution](#)

1511.

1650C

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

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: greedy, hashing, implementation, sortings

[arvindf232's solution](#)

1512.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[arvindf232's solution](#)

1513.

1635C

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

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1514.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1515.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 1200 · first AC: 2023-03-22 · Kotlin 1.6 (first AC) · Tags: binary search

[arvindf232's solution](#)

1516.

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: data structures, dp, implementation, math, two pointers

[arvindf232's solution](#)

1517.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math, strings
[arvindf232's solution](#)

1518.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dsu, math, sortings
[arvindf232's solution](#)

1519.

1582C

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

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[arvindf232's solution](#)

1520.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, greedy, math
[arvindf232's solution](#)

1521.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

1522.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp, greedy
[arvindf232's solution](#)

1523.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: interactive, math
[arvindf232's solution](#)

1524.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,477 global accepts · Rating: 1200 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math, number theory
[arvindf232's solution](#)

1525.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,459 global accepts · Rating: 1200 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

1526.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2023-03-17 · last AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[arvindf232's solution](#)

1527.

1536B

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

Quality: 25,025 global accepts · Rating: 1200 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, strings
[arvindf232's solution](#)

1528.

1527B1

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

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, games
[arvindf232's solution](#)

1529.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: data structures, hashing, math
[arvindf232's solution](#)

1530.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings
[arvindf232's solution](#)

1531.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, math
[arvindf232's solution](#)

1532.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy
[arvindf232's solution](#)

1533.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, strings
[arvindf232's solution](#)

1534.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: brute force, graphs, implementation
[arvindf232's solution](#)

1535.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[arvindf232's solution](#)

1536.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

1537.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

1538.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,574 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar
[arvindf232's solution](#)

1539.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: graphs, implementation
[arvindf232's solution](#)

1540.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[arvindf232's solution](#)

1541.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory
[arvindf232's solution](#)

1542.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2023-03-15 · last AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[arvindf232's solution](#)

1543.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, two pointers
[arvindf232's solution](#)

1544.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1545.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

1546.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, strings
[arvindf232's solution](#)

1547.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

1548.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1549.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, strings
[arvindf232's solution](#)

1550.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, number theory, two pointers
[arvindf232's solution](#)

1551.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math
[arvindf232's solution](#)

1552.

1362B

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

Quality: 21,041 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force
[arvindf232's solution](#)

1553.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: dp, greedy, sortings
[arvindf232's solution](#)

1554.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math
[arvindf232's solution](#)

1555.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: binary search, dp, implementation, two pointers
[arvindf232's solution](#)

1556.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: binary search, math
[arvindf232's solution](#)

1557.

1352B

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

Quality: 44,817 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

1558.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: dp, greedy, two pointers
[arvindf232's solution](#)

1559.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, sortings
[arvindf232's solution](#)

1560.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

1561.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1562.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: brute force, graphs, greedy
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1563.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: greedy
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1564.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: dfs and similar, sortings
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1565.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
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1566.

1294B

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Quality: 22,921 global accepts · Rating: 1200 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: implementation, sortings
[arvindf232's solution](#)

1567.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy, number theory
[arvindf232's solution](#)

1568.

1272C

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Quality: 30,737 global accepts · Rating: 1200 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, implementation
[arvindf232's solution](#)

1569.

1272B

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Quality: 14,682 global accepts · Rating: 1200 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation
[arvindf232's solution](#)

1570.

1270B

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Quality: 17,374 global accepts · Rating: 1200 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

1571.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy
[arvindf232's solution](#)

1572.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1573.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: binary search, math
[arvindf232's solution](#)

1574.

1214C

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Quality: 14,197 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: data structures, greedy
[arvindf232's solution](#)

1575.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1576.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation
[arvindf232's solution](#)

1577.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

1578.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

1579.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

1580.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

1581.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

1582.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

1583.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory
[arvindf232's solution](#)

1584.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: sortings
[arvindf232's solution](#)

1585.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: games, greedy, implementation
[arvindf232's solution](#)

1586.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1587.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

1588.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[arvindf232's solution](#)

1589.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory
[arvindf232's solution](#)

1590.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math
[arvindf232's solution](#)

1591.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

1592.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,105 global accepts · Rating: 1200 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: sortings, two pointers
[arvindf232's solution](#)

1593.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2023-03-08 · last AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

1594.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2023-03-08 · last AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings
[arvindf232's solution](#)

1595.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

1596.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

1597.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1598.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,844 global accepts · Rating: 1200 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, math
[arvindf232's solution](#)

1599.

1102C

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Quality: 14,167 global accepts · Rating: 1200 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: games
[arvindf232's solution](#)

1600.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: binary search, geometry, math
[arvindf232's solution](#)

1601.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation
[arvindf232's solution](#)

1602.

1097B

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Quality: 35,945 global accepts · Rating: 1200 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp
[arvindf232's solution](#)

1603.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[arvindf232's solution](#)

1604.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1605.

1082A

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Quality: 9,277 global accepts · Rating: 1200 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1606.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation, math, number theory

[arvindf232's solution](#)

1607.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

1608.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation, sortings

[arvindf232's solution](#)

1609.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1610.

1064B

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Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1611.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, strings

[arvindf232's solution](#)

1612.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1613.

1042B

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Quality: 19,150 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp, implementation

[arvindf232's solution](#)

1614.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

1615.

1029B

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

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math

[arvindf232's solution](#)

1616.

1028B

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Quality: 10,241 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1617.

1027B

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Quality: 8,744 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1618.

1023C

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Quality: 10,753 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1619.

1023A

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Quality: 9,263 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, strings

[arvindf232's solution](#)

1620.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1621.

1015B

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Quality: 12,411 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1622.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1623.

1011B

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Quality: 11,029 global accepts · Rating: 1200 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, implementation

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1624.

1006C

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Quality: 25,359 global accepts · Rating: 1200 · first AC: 2023-03-05 · last AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, two pointers

[arvindf232's solution](#)

1625.

1006B

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Quality: 14,655 global accepts · Rating: 1200 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[arvindf232's solution](#)

1626.

1000A

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Quality: 9,367 global accepts · Rating: 1200 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1627.

1800D

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Quality: 29,342 global accepts · Rating: 1200 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, hashing, strings

[arvindf232's solution](#)

1628.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,093 global accepts · Rating: 1200 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, two pointers

[arvindf232's solution](#)

1629.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1200 · first AC: 2023-01-27 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings

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1630.

1792B

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Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1631.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[arvindf232's solution](#)

1632.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings

[arvindf232's solution](#)

1633.

1736B

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Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-10 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1634.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[arvindf232's solution](#)

1635.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math, sortings

[arvindf232's solution](#)

1636.

1713C

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

Quality: 18,872 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[arvindf232's solution](#)

1637.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings
[arvindf232's solution](#)

1638.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,276 global accepts · Rating: 1200 · first AC: 2022-06-14 · Kotlin 1.4 (first AC) · Tags: binary search, implementation, two pointers
[arvindf232's solution](#)

1639.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · Kotlin 1.4 (first AC) · Tags: implementation, sortings
[arvindf232's solution](#)

1640.

1679B

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

Quality: 27,427 global accepts · Rating: 1200 · first AC: 2022-05-14 · Kotlin 1.4 (first AC) · Tags: data structures, implementation
[arvindf232's solution](#)

1641.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, math
[arvindf232's solution](#)

1642.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · Kotlin 1.4 (first AC) · Tags: dfs and similar, implementation
[arvindf232's solution](#)

1643.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · Kotlin 1.4 (first AC) · Tags: data structures, math, strings
[arvindf232's solution](#)

1644.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1645.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, sortings
[arvindf232's solution](#)

1646.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · Kotlin 1.4 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1647.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2022-02-04 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, sortings, strings, two

pointers

[arvindf232's solution](#)

1648.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, trees

[arvindf232's solution](#)

1649.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs

[arvindf232's solution](#)

1650.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, sortings

[arvindf232's solution](#)

1651.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[arvindf232's solution](#)

1652.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · Kotlin 1.4 (first AC) · Tags: geometry, greedy, math, sortings

[arvindf232's solution](#)

1653.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

1654.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1655.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: dp, implementation, math

[arvindf232's solution](#)

1656.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2021-01-07 · Kotlin 1.4 (first AC) · Tags: bitmasks, math

[arvindf232's solution](#)

1657.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2021-01-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

1658.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · Kotlin 1.4 (first AC) · Tags: dp, games, greedy, sortings

[arvindf232's solution](#)

1659.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2021-01-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1660.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-27 · PyPy 3 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1661.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,199 global accepts · Rating: 1300 · first AC: 2026-01-25 · Kotlin 2.2 (first AC) · Tags: dp, math, number theory, shortest paths

[arvindf232's solution](#)

1662.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,510 global accepts · Rating: 1300 · first AC: 2025-12-23 · Kotlin 2.2 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[arvindf232's solution](#)

1663.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · Kotlin 2.2 (first AC) · Tags: binary search, math, strings

[arvindf232's solution](#)

1664.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,399 global accepts · Rating: 1300 · first AC: 2025-10-06 · Kotlin 2.2 (first AC) · Tags: binary search, greedy, strings

[arvindf232's solution](#)

1665.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: games

[arvindf232's solution](#)

1666.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · Kotlin 2.2 (first AC) · Tags: data structures, hashing, implementation

[arvindf232's solution](#)

1667.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · Kotlin 2.2 (first AC) · Tags: binary search, constructive algorithms

[arvindf232's solution](#)

1668.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[arvindf232's solution](#)

1669.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[arvindf232's solution](#)

1670.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[arvindf232's solution](#)

1671.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory, two pointers
[arvindf232's solution](#)

1672.

2073L

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Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-08 · Kotlin 1.9 (first AC) · Tags: —
[arvindf232's solution](#)

1673.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation
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1674.

2064C

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Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dp, greedy
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1675.

2065C2

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Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · Kotlin 1.9 (first AC) · Tags: binary search, greedy
[arvindf232's solution](#)

1676.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[arvindf232's solution](#)

1677.

2056B

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Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[arvindf232's solution](#)

1678.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[arvindf232's solution](#)

1679.

2044E

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Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, implementation, math,

number theory

[arvindf232's solution](#)

1680.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math, strings

[arvindf232's solution](#)

1681.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math, number theory

[arvindf232's solution](#)

1682.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, matrices

[arvindf232's solution](#)

1683.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[arvindf232's solution](#)

1684.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · Kotlin 1.9 (first AC) · Tags: data structures, dp, dsu, greedy, math

[arvindf232's solution](#)

1685.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · Kotlin 1.9 (first AC) · Tags: dp, implementation, math

[arvindf232's solution](#)

1686.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[arvindf232's solution](#)

1687.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[arvindf232's solution](#)

1688.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1689.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

1690.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

1691.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, math
[arvindf232's solution](#)

1692.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: geometry, greedy, math
[arvindf232's solution](#)

1693.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

1694.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-16 · Kotlin 1.7 (first AC) · Tags: games, greedy
[arvindf232's solution](#)

1695.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[arvindf232's solution](#)

1696.

1926D

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

Quality: 18,370 global accepts · Rating: 1300 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: bitmasks, greedy
[arvindf232's solution](#)

1697.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1300 · first AC: 2024-02-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, number theory
[arvindf232's solution](#)

1698.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

1699.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: combinatorics, math
[arvindf232's solution](#)

1700.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, trees
[arvindf232's solution](#)

1701.

870C

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

Quality: 9,766 global accepts · Rating: 1300 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: dp, greedy, math, number theory
[arvindf232's solution](#)

1702.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: implementation, math, number theory
[arvindf232's solution](#)

1703.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: dsu, greedy, implementation, trees
[arvindf232's solution](#)

1704.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

1705.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, greedy
[arvindf232's solution](#)

1706.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force
[arvindf232's solution](#)

1707.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, math
[arvindf232's solution](#)

1708.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

1709.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

1710.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, number theory
[arvindf232's solution](#)

1711.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

1712.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

1713.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

1714.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force
[arvindf232's solution](#)

1715.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

1716.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2024-01-28 · last AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar
[arvindf232's solution](#)

1717.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: greedy, strings
[arvindf232's solution](#)

1718.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

1719.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2024-01-26 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

1720.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2024-01-21 · Kotlin 1.9 (first AC) · Tags: math
[arvindf232's solution](#)

1721.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2024-01-20 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

1722.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, math
[arvindf232's solution](#)

1723.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · last AC: 2024-01-16 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[arvindf232's solution](#)

1724.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation

[arvindf232's solution](#)

1725.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

1726.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-28 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math

[arvindf232's solution](#)

1727.

1881D

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

Quality: 28,427 global accepts · Rating: 1300 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1728.

1879C

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

Quality: 27,106 global accepts · Rating: 1300 · first AC: 2023-09-24 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, greedy

[arvindf232's solution](#)

1729.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[arvindf232's solution](#)

1730.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · Kotlin 1.6 (first AC) · Tags: math, sortings, trees

[arvindf232's solution](#)

1731.

1839C

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

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

1732.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,846 global accepts · Rating: 1300 · first AC: 2023-05-06 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, math

[arvindf232's solution](#)

1733.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

1734.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2023-03-13 · last AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation

[arvindf232's solution](#)

1735.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

1736.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: brute force, sortings

[arvindf232's solution](#)

1737.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: two pointers

[arvindf232's solution](#)

1738.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy

[arvindf232's solution](#)

1739.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy

[arvindf232's solution](#)

1740.

1741D

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

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[arvindf232's solution](#)

1741.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, schedules, two pointers

[arvindf232's solution](#)

1742.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: brute force, graphs

[arvindf232's solution](#)

1743.

1703F

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

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[arvindf232's solution](#)

1744.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1745.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math

[arvindf232's solution](#)

1746.

1650D

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

Quality: 14,690 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[arvindf232's solution](#)

1747.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1748.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1749.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: data structures, dsu, graphs, math

[arvindf232's solution](#)

1750.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: games, greedy, sortings

[arvindf232's solution](#)

1751.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math

[arvindf232's solution](#)

1752.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

1753.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,771 global accepts · Rating: 1300 · first AC: 2023-03-19 · Kotlin 1.6 (first AC) · Tags: binary search, implementation, interactive

[arvindf232's solution](#)

1754.

1607D

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

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings

[arvindf232's solution](#)

1755.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy, math, number theory
[arvindf232's solution](#)

1756.

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

1757.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings, ternary search
[arvindf232's solution](#)

1758.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings
[arvindf232's solution](#)

1759.

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: greedy, math, strings
[arvindf232's solution](#)

1760.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[arvindf232's solution](#)

1761.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: brute force
[arvindf232's solution](#)

1762.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: brute force, dp, hashing, implementation, strings
[arvindf232's solution](#)

1763.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[arvindf232's solution](#)

1764.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, math, two pointers
[arvindf232's solution](#)

1765.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory

[arvindf232's solution](#)

1766.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, data structures, greedy
[arvindf232's solution](#)

1767.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

1768.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1300 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: dp, math
[arvindf232's solution](#)

1769.

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory
[arvindf232's solution](#)

1770.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings
[arvindf232's solution](#)

1771.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1772.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2023-03-15 · Kotlin 1.7 (first AC) · Tags: brute force, greedy, math, number theory
[arvindf232's solution](#)

1773.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory, sortings
[arvindf232's solution](#)

1774.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, strings
[arvindf232's solution](#)

1775.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2023-03-15 · last AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

1776.

1372B

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

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

1777.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

1778.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1779.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,951 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: math, two pointers

[arvindf232's solution](#)

1780.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

1781.

1364B

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

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: greedy, two pointers

[arvindf232's solution](#)

1782.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: dp, graphs, implementation, shortest paths

[arvindf232's solution](#)

1783.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1784.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1785.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,092 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1786.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

1787.

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[arvindf232's solution](#)

1788.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: combinatorics, greedy, math

[arvindf232's solution](#)

1789.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1790.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: binary search, dp, greedy, strings

[arvindf232's solution](#)

1791.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

1792.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: geometry, greedy, math

[arvindf232's solution](#)

1793.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

1794.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1795.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation

[arvindf232's solution](#)

1796.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, implementation

[arvindf232's solution](#)

1797.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: brute force, geometry, greedy, implementation

[arvindf232's solution](#)

1798.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1799.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, math, two pointers

[arvindf232's solution](#)

1800.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

1801.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,897 global accepts · Rating: 1300 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1802.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: data structures, sortings, two pointers

[arvindf232's solution](#)

1803.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

1804.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: games, greedy, strings

[arvindf232's solution](#)

1805.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1806.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

1807.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

1808.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: implementation, math, number theory

[arvindf232's solution](#)

1809.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1810.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

1811.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1812.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: binary search, implementation, strings

[arvindf232's solution](#)

1813.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2023-03-10 · last AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: dfs and similar, implementation, strings

[arvindf232's solution](#)

1814.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: combinatorics, greedy, math

[arvindf232's solution](#)

1815.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

1816.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation

[arvindf232's solution](#)

1817.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, number theory

[arvindf232's solution](#)

1818.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1819.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

1820.

1157C1

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

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1821.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1822.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

1823.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2023-03-09 · last AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[arvindf232's solution](#)

1824.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,367 global accepts · Rating: 1300 · first AC: 2023-03-08 · last AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: binary search, flows, greedy, sortings

[arvindf232's solution](#)

1825.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: greedy, number theory

[arvindf232's solution](#)

1826.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math

[arvindf232's solution](#)

1827.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: greedy, sortings, two pointers

[arvindf232's solution](#)

1828.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1829.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

1830.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, strings

[arvindf232's solution](#)

1831.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1832.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1300 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1833.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

1834.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1835.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs

[arvindf232's solution](#)

1836.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

1837.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

1838.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: dsu, implementation

[arvindf232's solution](#)

1839.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math

[arvindf232's solution](#)

1840.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1841.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: dp, greedy, strings

[arvindf232's solution](#)

1842.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1843.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

1844.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

1845.

1029A

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

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

1846.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2023-03-06 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

1847.

1005C

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

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation
[arvindf232's solution](#)

1848.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[arvindf232's solution](#)

1849.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math
[arvindf232's solution](#)

1850.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2023-03-05 · last AC: 2023-03-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

1851.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math, two pointers
[arvindf232's solution](#)

1852.

1249B2

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

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2023-02-26 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, math
[arvindf232's solution](#)

1853.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2023-02-24 · last AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: data structures,

implementation

[arvindf232's solution](#)

1854.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2023-02-24 · last AC: 2023-02-24 · Kotlin 1.6 (first AC) · Tags: implementation, two pointers

[arvindf232's solution](#)

1855.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

1856.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1857.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms

[arvindf232's solution](#)

1858.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[arvindf232's solution](#)

1859.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · Kotlin 1.6 (first AC) · Tags: dp, implementation

[arvindf232's solution](#)

1860.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arvindf232's solution](#)

1861.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: binary search, implementation, math

[arvindf232's solution](#)

1862.

1733C

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

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, sortings

[arvindf232's solution](#)

1863.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · Kotlin 1.6 (first AC) · Tags: data structures, dsu, graphs, greedy

[arvindf232's solution](#)

1864.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

1865.

1594E1

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

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2022-07-29 · Kotlin 1.6 (first AC) · Tags: combinatorics, math

[arvindf232's solution](#)

1866.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · Kotlin 1.4 (first AC) · Tags: brute force, data structures

[arvindf232's solution](#)

1867.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2022-06-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[arvindf232's solution](#)

1868.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,146 global accepts · Rating: 1300 · first AC: 2022-06-14 · Kotlin 1.4 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

1869.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[arvindf232's solution](#)

1870.

1676G

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

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

1871.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: graphs, implementation, trees

[arvindf232's solution](#)

1872.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, math

[arvindf232's solution](#)

1873.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[arvindf232's solution](#)

1874.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-09 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp,

graphs, greedy, shortest paths

[arvindf232's solution](#)

1875.

1660C

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

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · Kotlin 1.5 (first AC) · Tags: dp, greedy, strings

[arvindf232's solution](#)

1876.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, math

[arvindf232's solution](#)

1877.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

[arvindf232's solution](#)

1878.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math

[arvindf232's solution](#)

1879.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: implementation

[arvindf232's solution](#)

1880.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · Kotlin 1.4 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

1881.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2021-03-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, strings

[arvindf232's solution](#)

1882.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-03-12 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[arvindf232's solution](#)

1883.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, math

[arvindf232's solution](#)

1884.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2021-01-13 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

1885.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-01-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dp, greedy
[arvindf232's solution](#)

1886.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, sortings

[arvindf232's solution](#)

1887.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2021-01-01 · Kotlin 1.4 (first AC) · Tags: dp, greedy, math, sortings

[arvindf232's solution](#)

1888.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: dp, greedy, strings

[arvindf232's solution](#)

1889.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-12-27 · Python 3 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

1890.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-12-27 · Python 3 (first AC) · Tags: combinatorics, math

[arvindf232's solution](#)

1891.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-12-27 · Python 3 (first AC) · Tags: data structures, sortings

[arvindf232's solution](#)

1892.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[arvindf232's solution](#)

1893.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-17 · Kotlin 2.2 (first AC) · Tags: data structures, games, greedy

[arvindf232's solution](#)

1894.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-11-29 · Kotlin 2.2 (first AC) · Tags: dp, games, greedy

[arvindf232's solution](#)

1895.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,575 global accepts · Rating: 1400 · first AC: 2025-11-20 · Kotlin 2.2 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[arvindf232's solution](#)

1896.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,840 global accepts · Rating: 1400 · first AC: 2025-11-20 · Kotlin 2.2 (first AC) · Tags: bitmasks, games, greedy

[arvindf232's solution](#)

1897.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · Kotlin 2.2 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[arvindf232's solution](#)

1898.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,282 global accepts · Rating: 1400 · first AC: 2025-10-24 · Kotlin 2.2 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

1899.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1400 · first AC: 2025-10-19 · Kotlin 2.2 (first AC) · Tags: greedy, implementation, math, number theory

[arvindf232's solution](#)

1900.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · Kotlin 2.2 (first AC) · Tags: binary search, interactive

[arvindf232's solution](#)

1901.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: data structures, greedy, math

[arvindf232's solution](#)

1902.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math

[arvindf232's solution](#)

1903.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,116 global accepts · Rating: 1400 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: brute force, greedy

[arvindf232's solution](#)

1904.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: data structures, graphs, greedy, trees

[arvindf232's solution](#)

1905.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: games, greedy, math, sortings

[arvindf232's solution](#)

1906.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math, number theory

[arvindf232's solution](#)

1907.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, implementation

[arvindf232's solution](#)

1908.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[arvindf232's solution](#)

1909.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[arvindf232's solution](#)

1910.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · Kotlin 1.9 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

1911.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[arvindf232's solution](#)

1912.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · Kotlin 1.9 (first AC) · Tags: binary search, math, sortings, two pointers

[arvindf232's solution](#)

1913.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, math

[arvindf232's solution](#)

1914.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[arvindf232's solution](#)

1915.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · Kotlin 1.9 (first AC) · Tags: dp, greedy, two pointers

[arvindf232's solution](#)

1916.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · Kotlin 1.7 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[arvindf232's solution](#)

1917.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, greedy, sortings

[arvindf232's solution](#)

1918.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, interactive, strings
[arvindf232's solution](#)

1919.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · Kotlin 1.9 (first AC) · Tags: binary search, math, ternary search
[arvindf232's solution](#)

1920.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · Kotlin 1.9 (first AC) · Tags: geometry, math
[arvindf232's solution](#)

1921.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, number theory
[arvindf232's solution](#)

1922.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, greedy, math
[arvindf232's solution](#)

1923.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · Kotlin 1.9 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

1924.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math
[arvindf232's solution](#)

1925.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: games
[arvindf232's solution](#)

1926.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: data structures, two pointers
[arvindf232's solution](#)

1927.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: greedy, math, sortings
[arvindf232's solution](#)

1928.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

1929.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[arvindf232's solution](#)

1930.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,725 global accepts · Rating: 1400 · first AC: 2024-02-13 · Kotlin 1.9 (first AC) · Tags: games, greedy, math, sortings

[arvindf232's solution](#)

1931.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: bitmasks, greedy, implementation, math

[arvindf232's solution](#)

1932.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[arvindf232's solution](#)

1933.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2024-01-28 · last AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: binary search, implementation, two pointers

[arvindf232's solution](#)

1934.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2024-01-28 · last AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms

[arvindf232's solution](#)

1935.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[arvindf232's solution](#)

1936.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1400 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: *special, dp

[arvindf232's solution](#)

1937.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force, games

[arvindf232's solution](#)

1938.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

1939.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

1940.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

1941.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

1942.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2024-01-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, implementation

[arvindf232's solution](#)

1943.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2024-01-21 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math

[arvindf232's solution](#)

1944.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2024-01-21 · Kotlin 1.9 (first AC) · Tags: data structures, dp, games, greedy

[arvindf232's solution](#)

1945.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2024-01-20 · Kotlin 1.9 (first AC) · Tags: binary search

[arvindf232's solution](#)

1946.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: dfs and similar, math, sortings

[arvindf232's solution](#)

1947.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: combinatorics, math

[arvindf232's solution](#)

1948.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: implementation, trees

[arvindf232's solution](#)

1949.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-16 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[arvindf232's solution](#)

1950.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-16 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy
[arvindf232's solution](#)

1951.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: brute force, dp, implementation
[arvindf232's solution](#)

1952.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: implementation, sortings
[arvindf232's solution](#)

1953.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings
[arvindf232's solution](#)

1954.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math
[arvindf232's solution](#)

1955.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2023-12-19 · Kotlin 1.6 (first AC) · Tags: brute force, games, greedy, sortings
[arvindf232's solution](#)

1956.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · Kotlin 1.6 (first AC) · Tags: games, greedy, sortings
[arvindf232's solution](#)

1957.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · Kotlin 1.6 (first AC) · Tags: greedy, strings
[arvindf232's solution](#)

1958.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms
[arvindf232's solution](#)

1959.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,479 global accepts · Rating: 1400 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

1960.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[arvindf232's solution](#)

1961.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · Kotlin 1.6 (first AC) · Tags: brute force, dp, hashing, implementation, math
[arvindf232's solution](#)

1962.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, number theory
[arvindf232's solution](#)

1963.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,307 global accepts · Rating: 1400 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings
[arvindf232's solution](#)

1964.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory
[arvindf232's solution](#)

1965.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

1966.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1400 · first AC: 2023-05-19 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy
[arvindf232's solution](#)

1967.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, geometry, math
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1968.

1772D

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Quality: 18,506 global accepts · Rating: 1400 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
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1969.

1759D

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Quality: 20,265 global accepts · Rating: 1400 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: brute force, number theory
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1970.

1740C

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Quality: 12,334 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, games, greedy, sortings
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1971.

1735C

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Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

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1972.

1719C

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Quality: 14,364 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, implementation, two pointers

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1973.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: dp, flows, greedy, implementation

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1974.

1701C

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Quality: 23,840 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, implementation, two pointers

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1975.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[arvindf232's solution](#)

1976.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arvindf232's solution](#)

1977.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[arvindf232's solution](#)

1978.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-03-23 · last AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation, sortings

[arvindf232's solution](#)

1979.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[arvindf232's solution](#)

1980.

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2023-03-23 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings, strings

[arvindf232's solution](#)

1981.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2023-03-21 · Kotlin 1.6 (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[arvindf232's solution](#)

1982.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: greedy, number theory

[arvindf232's solution](#)

1983.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, strings

[arvindf232's solution](#)

1984.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: bitmasks, dfs and similar

[arvindf232's solution](#)

1985.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, greedy

[arvindf232's solution](#)

1986.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings

[arvindf232's solution](#)

1987.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[arvindf232's solution](#)

1988.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: dp, math, number theory

[arvindf232's solution](#)

1989.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 1400 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

1990.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[arvindf232's solution](#)

1991.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-03-17 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[arvindf232's solution](#)

1992.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy
[arvindf232's solution](#)

1993.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,102 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[arvindf232's solution](#)

1994.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, greedy, implementation
[arvindf232's solution](#)

1995.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[arvindf232's solution](#)

1996.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: brute force, dp, implementation
[arvindf232's solution](#)

1997.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math, sortings
[arvindf232's solution](#)

1998.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: *special, implementation, two pointers
[arvindf232's solution](#)

1999.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings
[arvindf232's solution](#)

2000.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: interactive
[arvindf232's solution](#)

2001.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: games, greedy
[arvindf232's solution](#)

2002.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2023-03-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, strings
[arvindf232's solution](#)

2003.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

2004.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[arvindf232's solution](#)

2005.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[arvindf232's solution](#)

2006.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

2007.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy
[arvindf232's solution](#)

2008.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: math, sortings, two pointers
[arvindf232's solution](#)

2009.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,138 global accepts · Rating: 1400 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: games, math, number theory
[arvindf232's solution](#)

2010.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings, two pointers
[arvindf232's solution](#)

2011.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[arvindf232's solution](#)

2012.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

2013.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy, math

[arvindf232's solution](#)

2014.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: dp, math, number theory

[arvindf232's solution](#)

2015.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

2016.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: binary search, geometry, math, ternary search

[arvindf232's solution](#)

2017.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

2018.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[arvindf232's solution](#)

2019.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: *special, greedy

[arvindf232's solution](#)

2020.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[arvindf232's solution](#)

2021.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

2022.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,088 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, sortings, two pointers

[arvindf232's solution](#)

2023.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2023-03-14 · Kotlin 1.6 (first AC) · Tags: data structures, dp, greedy, math, sortings

[arvindf232's solution](#)

2024.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2023-03-13 · last AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: math
[arvindf232's solution](#)

2025.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: data structures, dsu, implementation
[arvindf232's solution](#)

2026.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory
[arvindf232's solution](#)

2027.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[arvindf232's solution](#)

2028.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: dp, greedy, sortings
[arvindf232's solution](#)

2029.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: data structures, implementation
[arvindf232's solution](#)

2030.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

2031.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[arvindf232's solution](#)

2032.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[arvindf232's solution](#)

2033.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

2034.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

2035.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

2036.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

2037.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

2038.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

2039.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

2040.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, implementation

[arvindf232's solution](#)

2041.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

2042.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math, sortings

[arvindf232's solution](#)

2043.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

2044.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

2045.

1195C

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

Quality: 34,834 global accepts · Rating: 1400 · first AC: 2023-03-11 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

2046.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2023-03-10 · last AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: implementation, two pointers

[arvindf232's solution](#)

2047.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: data structures, dp, implementation, math

[arvindf232's solution](#)

2048.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2023-03-10 · last AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: binary search, sortings

[arvindf232's solution](#)

2049.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

2050.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

2051.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs

[arvindf232's solution](#)

2052.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: brute force, divide and conquer, interactive, math

[arvindf232's solution](#)

2053.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: brute force, greedy

[arvindf232's solution](#)

2054.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: geometry

[arvindf232's solution](#)

2055.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2023-03-09 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

2056.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

2057.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,645 global accepts · Rating: 1400 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: dfs and similar, trees
[arvindf232's solution](#)

2058.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

2059.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,410 global accepts · Rating: 1400 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, dsu
[arvindf232's solution](#)

2060.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1400 · first AC: 2023-03-08 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

2061.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy
[arvindf232's solution](#)

2062.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation
[arvindf232's solution](#)

2063.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

2064.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

2065.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,586 global accepts · Rating: 1400 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy
[arvindf232's solution](#)

2066.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2023-03-07 · Kotlin 1.6 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

2067.

1088C

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1061B

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1046F

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2074.

1009B

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1004C

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1800E1

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2081.

1270C

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2082.

1762C

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489C

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2086.

1764C

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1758C

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1748B

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2090.

1749C

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Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, games, greedy, implementation

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2091.

1733D1

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1728C

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2093.

1721C

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2094.

1714E

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[arvindf232's solution](#)

2095.

1705C

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2096.

1696C

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2097.

1535C

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1692G

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2099.

1697C

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Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

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2100.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[arvindf232's solution](#)

2101.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

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2102.

1676H1

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Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: brute force

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2103.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2022-05-03 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[arvindf232's solution](#)

2104.

1648A

[Weird Sum](#) · [Tutorial](#)

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[arvindf232's solution](#)

2105.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation

[arvindf232's solution](#)

2106.

1634B

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Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · Kotlin 1.4 (first AC) · Tags: bitmasks, math

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2107.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,056 global accepts · Rating: 1400 · first AC: 2022-01-26 · Kotlin 1.4 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

2108.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

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2109.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-08-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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2110.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-14 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, greedy

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2111.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation

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2112.

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy

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2113.

1490E

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Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy

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2114.

1456A

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Rating: 1400 · first AC: 2021-03-11 · Kotlin 1.4 (first AC) · Tags: brute force, dp, implementation

[arvindf232's solution](#)

2115.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, graphs, math

[arvindf232's solution](#)

2116.

1451C

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Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[arvindf232's solution](#)

2117.

1443C

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2118.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

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2119.

1462D

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[arvindf232's solution](#)

2120.

2183C

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Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-10 · Kotlin 2.2 (first AC) · Tags: binary search, greedy, math, two pointers
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2121.

2153C

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Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
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2122.

2155C

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Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: brute force, greedy, implementation
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2123.

2149E

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Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-09-25 · Kotlin 2.2 (first AC) · Tags: data structures, two pointers
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2124.

2146D1

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2125.

2147C

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2126.

2140C

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2127.

2109C1

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2128.

2107C

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2129.

2108C

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2130.

2106D

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2131.

2093E

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2132.

2078C

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Rating: 1500 · first AC: 2025-03-13 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
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2133.

2072E

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2134.

2060E

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Quality: 12,249 global accepts · Rating: 1500 · first AC: 2025-01-19 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs, greedy
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2135.

2057C

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Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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2136.

2049C

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2137.

2050E

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Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: dp, implementation, strings
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2138.

2026C

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2139.

2027C

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2140.

2008E

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Quality: 13,220 global accepts · Rating: 1500 · first AC: 2024-09-01 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

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2141.

2001C

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Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

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2142.

1999G1

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Quality: 14,525 global accepts · Rating: 1500 · first AC: 2024-08-06 · Kotlin 1.9 (first AC) · Tags: binary search, interactive

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2143.

1999F

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Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · Kotlin 1.9 (first AC) · Tags: combinatorics, math

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2144.

1990C

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2145.

1985F

[Final Boss](#) · [Tutorial](#)

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2146.

1958C

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Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

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2147.

1950E

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2148.

1949B

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Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy, sortings

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2149.

1933E

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[arvindf232's solution](#)

2150.

1926E

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Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

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2151.

821C

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Quality: 7,915 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, trees

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2152.

825D

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Quality: 3,728 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, implementation

[arvindf232's solution](#)

2153.

837C

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Quality: 4,561 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

2154.

839C

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Quality: 20,091 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

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2155.

846A

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Quality: 4,685 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

2156.

853A

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Quality: 6,190 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

2157.

855B

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Quality: 9,944 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp

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2158.

858B

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Quality: 4,105 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

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2159.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: dp, games

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2160.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, sortings

[arvindf232's solution](#)

2161.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, math
[arvindf232's solution](#)

2162.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: dp, implementation
[arvindf232's solution](#)

2163.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force, dp
[arvindf232's solution](#)

2164.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: dfs and similar, greedy, math
[arvindf232's solution](#)

2165.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,278 global accepts · Rating: 1500 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, math, number theory
[arvindf232's solution](#)

2166.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, trees
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2167.

908C

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Quality: 7,202 global accepts · Rating: 1500 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: brute force, geometry, implementation, math
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2168.

930A

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Quality: 8,387 global accepts · Rating: 1500 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, trees
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2169.

940C

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Quality: 6,684 global accepts · Rating: 1500 · first AC: 2024-01-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, strings
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2170.

959C

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Quality: 6,208 global accepts · Rating: 1500 · first AC: 2024-01-26 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, trees
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2171.

960B

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Quality: 12,393 global accepts · Rating: 1500 · first AC: 2024-01-26 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, sortings
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2172.

976C

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Quality: 10,637 global accepts · Rating: 1500 · first AC: 2024-01-17 · last AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, sortings

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2173.

977E

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Quality: 25,612 global accepts · Rating: 1500 · first AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs

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2174.

978D

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2175.

978F

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Quality: 9,219 global accepts · Rating: 1500 · first AC: 2024-01-17 · last AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, implementation

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2176.

982C

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Quality: 15,852 global accepts · Rating: 1500 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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2177.

990C

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[arvindf232's solution](#)

2178.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,511 global accepts · Rating: 1500 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: binary search, implementation

[arvindf232's solution](#)

2179.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2024-01-14 · Kotlin 1.6 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

2180.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,196 global accepts · Rating: 1500 · first AC: 2023-12-28 · Kotlin 1.6 (first AC) · Tags: data structures, divide and conquer, sortings

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2181.

1891C

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Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-30 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

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2182.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 1500 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

2183.

1872E

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[arvindf232's solution](#)

2184.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-07 · Kotlin 1.6 (first AC) · Tags: math, sortings

[arvindf232's solution](#)

2185.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, greedy

[arvindf232's solution](#)

2186.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-05-14 · last AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings

[arvindf232's solution](#)

2187.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: binary search, dp, math, number theory

[arvindf232's solution](#)

2188.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

2189.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math, number theory

[arvindf232's solution](#)

2190.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, implementation, math

[arvindf232's solution](#)

2191.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

2192.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

2193.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: brute force, dp, sortings

[arvindf232's solution](#)

2194.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy

[arvindf232's solution](#)

2195.

1744E1

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

Quality: 12,649 global accepts · Rating: 1500 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

2196.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, strings

[arvindf232's solution](#)

2197.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures

[arvindf232's solution](#)

2198.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, implementation, number theory

[arvindf232's solution](#)

2199.

1690E

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

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math, two pointers

[arvindf232's solution](#)

2200.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: brute force, dp, math, number theory

[arvindf232's solution](#)

2201.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, implementation

[arvindf232's solution](#)

2202.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,512 global accepts · Rating: 1500 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[arvindf232's solution](#)

2203.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms

[arvindf232's solution](#)

2204.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, trees
[arvindf232's solution](#)

2205.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

2206.

1575J

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Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, dsu, implementation
[arvindf232's solution](#)

2207.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: combinatorics, math
[arvindf232's solution](#)

2208.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

2209.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: dp, greedy, strings, two pointers
[arvindf232's solution](#)

2210.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: greedy, sortings, strings
[arvindf232's solution](#)

2211.

1547E

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Quality: 16,373 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[arvindf232's solution](#)

2212.

1542B

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Quality: 26,536 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory
[arvindf232's solution](#)

2213.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: binary search, dp, math, number theory
[arvindf232's solution](#)

2214.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: data structures, dp, hashing, number theory
[arvindf232's solution](#)

2215.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, greedy
[arvindf232's solution](#)

2216.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp, greedy
[arvindf232's solution](#)

2217.

1515D

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Quality: 12,820 global accepts · Rating: 1500 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: greedy, sortings, two pointers
[arvindf232's solution](#)

2218.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1500 · first AC: 2023-05-08 · Kotlin 1.6 (first AC) · Tags: binary search, geometry, shortest paths, sortings
[arvindf232's solution](#)

2219.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2023-05-08 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

2220.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[arvindf232's solution](#)

2221.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1500 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: dp, math, probabilities
[arvindf232's solution](#)

2222.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation
[arvindf232's solution](#)

2223.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[arvindf232's solution](#)

2224.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[arvindf232's solution](#)

2225.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math
[arvindf232's solution](#)

2226.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, implementation, two pointers
[arvindf232's solution](#)

2227.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

2228.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: binary search, dp, implementation, math, two pointers
[arvindf232's solution](#)

2229.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

2230.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[arvindf232's solution](#)

2231.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[arvindf232's solution](#)

2232.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory, sortings
[arvindf232's solution](#)

2233.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy, two pointers
[arvindf232's solution](#)

2234.

1385D

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Quality: 21,958 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[arvindf232's solution](#)

2235.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2023-05-04 · last AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, math, number theory

[arvindf232's solution](#)

2236.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, strings

[arvindf232's solution](#)

2237.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

2238.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

2239.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[arvindf232's solution](#)

2240.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

2241.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, math

[arvindf232's solution](#)

2242.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, two pointers

[arvindf232's solution](#)

2243.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, implementation

[arvindf232's solution](#)

2244.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

2245.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[arvindf232's solution](#)

2246.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: hashing, string suffix structures, strings

[arvindf232's solution](#)

2247.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[arvindf232's solution](#)

2248.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, implementation

[arvindf232's solution](#)

2249.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, greedy

[arvindf232's solution](#)

2250.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: brute force, dp, math, strings

[arvindf232's solution](#)

2251.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[arvindf232's solution](#)

2252.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, ternary search

[arvindf232's solution](#)

2253.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math

[arvindf232's solution](#)

2254.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

2255.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

2256.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, implementation
[arvindf232's solution](#)

2257.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, math
[arvindf232's solution](#)

2258.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

2259.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: brute force, dp
[arvindf232's solution](#)

2260.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: brute force, sortings
[arvindf232's solution](#)

2261.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

2262.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs
[arvindf232's solution](#)

2263.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

2264.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,302 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math, sortings
[arvindf232's solution](#)

2265.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math
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2266.

1250H

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Quality: 4,290 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: math
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2267.

1249C2

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Quality: 13,535 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
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2268.

1236B

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Quality: 12,054 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: combinatorics, math
[arvindf232's solution](#)

2269.

1234C

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Quality: 13,485 global accepts · Rating: 1500 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: dp, implementation
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2270.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: data structures, greedy
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2271.

1215C

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Quality: 11,936 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
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2272.

1213D1

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Quality: 12,080 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
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2273.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation
[arvindf232's solution](#)

2274.

1208B

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Quality: 11,664 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, implementation, two pointers
[arvindf232's solution](#)

2275.

1207C

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Quality: 10,444 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

2276.

1203E

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Quality: 14,959 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

2277.

1201B

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Quality: 25,464 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

2278.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

2279.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

2280.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, number theory

[arvindf232's solution](#)

2281.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

2282.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

2283.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[arvindf232's solution](#)

2284.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: graphs, implementation

[arvindf232's solution](#)

2285.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

2286.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: binary search, sortings, two pointers

[arvindf232's solution](#)

2287.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

2288.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[arvindf232's solution](#)

2289.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

2290.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,587 global accepts · Rating: 1500 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: graphs

[arvindf232's solution](#)

2291.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

2292.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

2293.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[arvindf232's solution](#)

2294.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, sortings

[arvindf232's solution](#)

2295.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: hashing, math, number theory

[arvindf232's solution](#)

2296.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arvindf232's solution](#)

2297.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings

[arvindf232's solution](#)

2298.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory

[arvindf232's solution](#)

2299.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, graphs, greedy,

shortest paths

[arvindf232's solution](#)

2300.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

2301.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

2302.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

2303.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: implementation

[arvindf232's solution](#)

2304.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: sortings

[arvindf232's solution](#)

2305.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

2306.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1500 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, implementation

[arvindf232's solution](#)

2307.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

2308.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

2309.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

2310.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

2311.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

2312.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2023-03-31 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

2313.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1500 · first AC: 2023-03-30 · last AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

2314.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: dp, greedy, number theory

[arvindf232's solution](#)

2315.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2023-03-25 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

2316.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[arvindf232's solution](#)

2317.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 1500 · first AC: 2023-02-16 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, implementation

[arvindf232's solution](#)

2318.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2023-02-03 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures

[arvindf232's solution](#)

2319.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[arvindf232's solution](#)

2320.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2022-12-31 · Kotlin 1.6 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

2321.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2022-12-31 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, strings

[arvindf232's solution](#)

2322.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2022-12-23 · Kotlin 1.6 (first AC) · Tags: brute force, dp

[arvindf232's solution](#)

2323.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[arvindf232's solution](#)

2324.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: greedy, two pointers

[arvindf232's solution](#)

2325.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[arvindf232's solution](#)

2326.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory

[arvindf232's solution](#)

2327.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

2328.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

2329.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,785 global accepts · Rating: 1500 · first AC: 2022-11-21 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings

[arvindf232's solution](#)

2330.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-19 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

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2331.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, games, implementation, math

[arvindf232's solution](#)

2332.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2022-10-06 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, graphs, math
[arvindf232's solution](#)

2333.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · Kotlin 1.6 (first AC) · Tags: dp, games, greedy, math
[arvindf232's solution](#)

2334.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · Kotlin 1.6 (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[arvindf232's solution](#)

2335.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[arvindf232's solution](#)

2336.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-08-30 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[arvindf232's solution](#)

2337.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

2338.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, sortings
[arvindf232's solution](#)

2339.

1675E

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Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: dsu, greedy, strings
[arvindf232's solution](#)

2340.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[arvindf232's solution](#)

2341.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2022-01-26 · Kotlin 1.4 (first AC) · Tags: implementation
[arvindf232's solution](#)

2342.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation

[arvindf232's solution](#)

2343.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · Kotlin 1.4 (first AC) · Tags: brute force, geometry, implementation, math
[arvindf232's solution](#)

2344.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-08-15 · Kotlin 1.4 (first AC) · Tags: sortings
[arvindf232's solution](#)

2345.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-10 · Kotlin 1.4 (first AC) · Tags: combinatorics, graphs, greedy, sortings
[arvindf232's solution](#)

2346.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation
[arvindf232's solution](#)

2347.

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, math, sortings
[arvindf232's solution](#)

2348.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, math
[arvindf232's solution](#)

2349.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-03-13 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math, sortings
[arvindf232's solution](#)

2350.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2021-03-12 · Kotlin 1.4 (first AC) · Tags: binary search, math
[arvindf232's solution](#)

2351.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2021-03-12 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation, math
[arvindf232's solution](#)

2352.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math, number theory
[arvindf232's solution](#)

2353.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dfs and

similar, graphs, greedy, implementation, math

[arvindf232's solution](#)

2354.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

2355.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2021-01-13 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy, shortest paths

[arvindf232's solution](#)

2356.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2021-01-03 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics

[arvindf232's solution](#)

2357.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-02 · Kotlin 1.4 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

2358.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · Python 3 (first AC) · Tags: data structures, greedy, sortings, trees

[arvindf232's solution](#)

2359.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy

[arvindf232's solution](#)

2360.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1600 · first AC: 2026-01-25 · Kotlin 2.2 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

2361.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-01-13 · Kotlin 2.2 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

2362.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-17 · Kotlin 2.2 (first AC) · Tags: games

[arvindf232's solution](#)

2363.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1600 · first AC: 2025-11-20 · Kotlin 2.2 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[arvindf232's solution](#)

2364.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1600 · first AC: 2025-10-28 · last AC: 2025-10-28 · Kotlin 2.2 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[arvindf232's solution](#)

2365.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · Kotlin 2.2 (first AC) · Tags: data structures, dp

[arvindf232's solution](#)

2366.

2167F

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2367.

2162E

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2368.

2132D

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2369.

2094F

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2370.

2128D

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2371.

2125D

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Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · Kotlin 1.9 (first AC) · Tags: dp, math, probabilities

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2372.

2117E

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2373.

2084D

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2374.

2085C

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2375.

2074E

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2376.

2065E

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2377.

2059C

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2378.

2063C

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Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
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2379.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures
[arvindf232's solution](#)

2380.

2061C

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Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: 2-sat, combinatorics, dp
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2381.

2051E

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Quality: 11,955 global accepts · Rating: 1600 · first AC: 2024-12-22 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
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2382.

2048D

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2383.

2052A

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Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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2384.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2024-12-09 · Kotlin 1.9 (first AC) · Tags: math, number theory
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2385.

2040C

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Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

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2386.

2034D

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Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[arvindf232's solution](#)

2387.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy, two pointers

[arvindf232's solution](#)

2388.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[arvindf232's solution](#)

2389.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[arvindf232's solution](#)

2390.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[arvindf232's solution](#)

2391.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

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2392.

1968E

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Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

2393.

888D

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Quality: 10,502 global accepts · Rating: 1600 · first AC: 2024-04-19 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

2394.

1956C

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2395.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy, implementation, trees
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2396.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1600 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, two pointers
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2397.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games, math
[arvindf232's solution](#)

2398.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: dp, math
[arvindf232's solution](#)

2399.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · Kotlin 1.9 (first AC) · Tags: —
[arvindf232's solution](#)

2400.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[arvindf232's solution](#)

2401.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy
[arvindf232's solution](#)

2402.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, number theory
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2403.

231C

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Quality: 9,699 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: binary search, sortings, two pointers
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2404.

232A

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Quality: 2,842 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy
[arvindf232's solution](#)

2405.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: number theory
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2406.

237C

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Quality: 6,646 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: binary search, number theory, two pointers
[arvindf232's solution](#)

2407.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2024-02-29 · last AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: bitmasks
[arvindf232's solution](#)

2408.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dfs and similar
[arvindf232's solution](#)

2409.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy
[arvindf232's solution](#)

2410.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,288 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, graphs
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2411.

250C

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Quality: 2,229 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: greedy
[arvindf232's solution](#)

2412.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

2413.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, sortings
[arvindf232's solution](#)

2414.

283A

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Quality: 6,872 global accepts · Rating: 1600 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, implementation
[arvindf232's solution](#)

2415.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[arvindf232's solution](#)

2416.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2024-02-28 · last AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

2417.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation

[arvindf232's solution](#)

2418.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

2419.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

2420.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: brute force

[arvindf232's solution](#)

2421.

319A

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Quality: 3,024 global accepts · Rating: 1600 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: combinatorics, math

[arvindf232's solution](#)

2422.

322B

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2423.

333A

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[arvindf232's solution](#)

2424.

337C

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2425.

340C

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Quality: 4,679 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: combinatorics, implementation, math

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2426.

343B

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Quality: 17,282 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, implementation

[arvindf232's solution](#)

2427.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: games, math, number theory
[arvindf232's solution](#)

2428.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: binary search, math, sortings
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2429.

350C

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Quality: 6,825 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, sortings
[arvindf232's solution](#)

2430.

353C

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Quality: 5,263 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: implementation, math, number theory
[arvindf232's solution](#)

2431.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, implementation
[arvindf232's solution](#)

2432.

369C

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Quality: 12,033 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, trees
[arvindf232's solution](#)

2433.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,498 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: binary search, brute force
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2434.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, sortings, two pointers
[arvindf232's solution](#)

2435.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: binary search, implementation, math
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2436.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

2437.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: data structures, dp, implementation, sortings
[arvindf232's solution](#)

2438.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2024-02-27 · last AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: dfs and similar

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2439.

380A

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 2,909 global accepts · Rating: 1600 · first AC: 2024-02-27 · last AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: binary search, brute force
[arvindf232's solution](#)

2440.

383A

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Quality: 5,569 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: data structures, greedy
[arvindf232's solution](#)

2441.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

2442.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: brute force, geometry, implementation, math
[arvindf232's solution](#)

2443.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: dp, implementation
[arvindf232's solution](#)

2444.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

2445.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy, implementation
[arvindf232's solution](#)

2446.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: math
[arvindf232's solution](#)

2447.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, sortings
[arvindf232's solution](#)

2448.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: dp, implementation, trees
[arvindf232's solution](#)

2449.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

2450.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

2451.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: dp, implementation, two pointers

[arvindf232's solution](#)

2452.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: probabilities

[arvindf232's solution](#)

2453.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

2454.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[arvindf232's solution](#)

2455.

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

2456.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[arvindf232's solution](#)

2457.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arvindf232's solution](#)

2458.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

2459.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,160 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, sortings

[arvindf232's solution](#)

2460.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, strings
[arvindf232's solution](#)

2461.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, implementation
[arvindf232's solution](#)

2462.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: greedy, math, sortings
[arvindf232's solution](#)

2463.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: math
[arvindf232's solution](#)

2464.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy, implementation, math
[arvindf232's solution](#)

2465.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, implementation
[arvindf232's solution](#)

2466.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, math
[arvindf232's solution](#)

2467.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: geometry, sortings
[arvindf232's solution](#)

2468.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: binary search, math
[arvindf232's solution](#)

2469.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: math
[arvindf232's solution](#)

2470.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: dp, greedy, sortings

[arvindf232's solution](#)

2471.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: sortings

[arvindf232's solution](#)

2472.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: dp, greedy, math

[arvindf232's solution](#)

2473.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

2474.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

2475.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: binary search, dp

[arvindf232's solution](#)

2476.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: dp, graphs

[arvindf232's solution](#)

2477.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: dfs and similar

[arvindf232's solution](#)

2478.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, two pointers

[arvindf232's solution](#)

2479.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math, number theory

[arvindf232's solution](#)

2480.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: *special, data structures, dp, greedy

[arvindf232's solution](#)

2481.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, trees

[arvindf232's solution](#)

2482.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: binary search, two pointers

[arvindf232's solution](#)

2483.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[arvindf232's solution](#)

2484.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: binary search, dp, two pointers

[arvindf232's solution](#)

2485.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2024-02-21 · Kotlin 1.9 (first AC) · Tags: implementation, math, number theory

[arvindf232's solution](#)

2486.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,820 global accepts · Rating: 1600 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy

[arvindf232's solution](#)

2487.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

2488.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[arvindf232's solution](#)

2489.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, implementation

[arvindf232's solution](#)

2490.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2024-02-16 · Kotlin 1.9 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

2491.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2024-02-16 · Kotlin 1.9 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

2492.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2024-02-16 · Kotlin 1.9 (first AC) · Tags: data structures, dsu

[arvindf232's solution](#)

2493.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 1600 · first AC: 2024-02-16 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

2494.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2024-02-16 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[arvindf232's solution](#)

2495.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2024-02-14 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[arvindf232's solution](#)

2496.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2024-02-12 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

2497.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2024-02-12 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[arvindf232's solution](#)

2498.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2024-02-04 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[arvindf232's solution](#)

2499.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2024-02-04 · Kotlin 1.9 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

2500.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2024-02-04 · Kotlin 1.9 (first AC) · Tags: dfs and similar, math

[arvindf232's solution](#)

2501.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2024-02-04 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math

[arvindf232's solution](#)

2502.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2024-02-04 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, dsu

[arvindf232's solution](#)

2503.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, dp
[arvindf232's solution](#)

2504.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[arvindf232's solution](#)

2505.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[arvindf232's solution](#)

2506.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[arvindf232's solution](#)

2507.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,645 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search
[arvindf232's solution](#)

2508.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, greedy, trees
[arvindf232's solution](#)

2509.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, math
[arvindf232's solution](#)

2510.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: dp, two pointers
[arvindf232's solution](#)

2511.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[arvindf232's solution](#)

2512.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp
[arvindf232's solution](#)

2513.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: brute force, dp, strings, two pointers
[arvindf232's solution](#)

2514.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dp, math
[arvindf232's solution](#)

2515.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

2516.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, implementation, sortings
[arvindf232's solution](#)

2517.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

2518.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

2519.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, sortings
[arvindf232's solution](#)

2520.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: implementation, strings
[arvindf232's solution](#)

2521.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation
[arvindf232's solution](#)

2522.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

2523.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: brute force, geometry
[arvindf232's solution](#)

2524.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms
[arvindf232's solution](#)

2525.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1600 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, sortings
[arvindf232's solution](#)

2526.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: greedy, two pointers
[arvindf232's solution](#)

2527.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

2528.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: greedy
[arvindf232's solution](#)

2529.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

2530.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, greedy
[arvindf232's solution](#)

2531.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,565 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: brute force, number theory
[arvindf232's solution](#)

2532.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: binary search, data structures
[arvindf232's solution](#)

2533.

925A

[Stairs and Elevators](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: binary search
[arvindf232's solution](#)

2534.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2024-01-31 · last AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: implementation, probabilities, strings
[arvindf232's solution](#)

2535.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms
[arvindf232's solution](#)

2536.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: binary search, two pointers
[arvindf232's solution](#)

2537.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[arvindf232's solution](#)

2538.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: binary search, implementation
[arvindf232's solution](#)

2539.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: greedy
[arvindf232's solution](#)

2540.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, shortest paths
[arvindf232's solution](#)

2541.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: data structures, implementation
[arvindf232's solution](#)

2542.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: dfs and similar, trees
[arvindf232's solution](#)

2543.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · Kotlin 1.6 (first AC) · Tags: brute force, games, greedy, math
[arvindf232's solution](#)

2544.

1920C

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

Quality: 19,916 global accepts · Rating: 1600 · first AC: 2024-01-13 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory
[arvindf232's solution](#)

2545.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, math
[arvindf232's solution](#)

2546.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[arvindf232's solution](#)

2547.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[arvindf232's solution](#)

2548.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, number theory

[arvindf232's solution](#)

2549.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

2550.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, math

[arvindf232's solution](#)

2551.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,327 global accepts · Rating: 1600 · first AC: 2023-08-05 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, dp

[arvindf232's solution](#)

2552.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, two pointers

[arvindf232's solution](#)

2553.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: data structures, hashing, implementation

[arvindf232's solution](#)

2554.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1600 · first AC: 2023-05-19 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[arvindf232's solution](#)

2555.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-05-14 · last AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: greedy, math, strings

[arvindf232's solution](#)

2556.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, math

[arvindf232's solution](#)

2557.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms
[arvindf232's solution](#)

2558.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

2559.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math
[arvindf232's solution](#)

2560.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2023-05-11 · last AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory
[arvindf232's solution](#)

2561.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

2562.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: dp
[arvindf232's solution](#)

2563.

1722E

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

Quality: 13,366 global accepts · Rating: 1600 · first AC: 2023-05-11 · last AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, implementation
[arvindf232's solution](#)

2564.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[arvindf232's solution](#)

2565.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: brute force, greedy
[arvindf232's solution](#)

2566.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, strings, two pointers
[arvindf232's solution](#)

2567.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[arvindf232's solution](#)

2568.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: binary search, greedy

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2569.

1622C

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2570.

1612D

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Quality: 10,262 global accepts · Rating: 1600 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: math, number theory

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2571.

1609D

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2572.

1607E

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Quality: 10,015 global accepts · Rating: 1600 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: implementation

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2573.

1593E

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2574.

1567C

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2575.

1566D2

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Quality: 8,334 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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2576.

1555D

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2577.

1542C

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Quality: 16,181 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: math, number theory

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2578.

1539D

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Quality: 12,723 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
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2579.

1527C

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: hashing, implementation, math
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2580.

1526C2

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Quality: 29,725 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: data structures, greedy
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2581.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[arvindf232's solution](#)

2582.

1520F1

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Quality: 14,391 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: binary search, interactive
[arvindf232's solution](#)

2583.

1519D

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Quality: 17,630 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: brute force, dp, implementation, math, two pointers
[arvindf232's solution](#)

2584.

1514C

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Quality: 18,286 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: greedy, number theory
[arvindf232's solution](#)

2585.

1513C

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: dp, matrices
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2586.

1512E

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Quality: 11,383 global accepts · Rating: 1600 · first AC: 2023-05-08 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math
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2587.

1511D

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Quality: 12,450 global accepts · Rating: 1600 · first AC: 2023-05-08 · last AC: 2023-05-08 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[arvindf232's solution](#)

2588.

1498C

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Quality: 12,119 global accepts · Rating: 1600 · first AC: 2023-05-08 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp
[arvindf232's solution](#)

2589.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-05-08 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

2590.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-05-08 · Kotlin 1.6 (first AC) · Tags: binary search, interactive
[arvindf232's solution](#)

2591.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-05-07 · last AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

2592.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[arvindf232's solution](#)

2593.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

2594.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: dp, greedy, sortings
[arvindf232's solution](#)

2595.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · Kotlin 1.6 (first AC) · Tags: data structures, dp, implementation, math
[arvindf232's solution](#)

2596.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

2597.

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: graphs, greedy, shortest paths, trees
[arvindf232's solution](#)

2598.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: *special, implementation
[arvindf232's solution](#)

2599.

1407C

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Quality: 14,801 global accepts · Rating: 1600 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[arvindf232's solution](#)

2600.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,595 global accepts · Rating: 1600 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: data structures, dp, math

[arvindf232's solution](#)

2601.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, number theory

[arvindf232's solution](#)

2602.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp, greedy

[arvindf232's solution](#)

2603.

1389B

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Quality: 20,344 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy

[arvindf232's solution](#)

2604.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings

[arvindf232's solution](#)

2605.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[arvindf232's solution](#)

2606.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

2607.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy

[arvindf232's solution](#)

2608.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: math

[arvindf232's solution](#)

2609.

1353D

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

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, sortings

[arvindf232's solution](#)

2610.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

2611.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: data structures, math, number theory

[arvindf232's solution](#)

2612.

1348C

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Quality: 15,482 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[arvindf232's solution](#)

2613.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: math, number theory, sortings

[arvindf232's solution](#)

2614.

1342C

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

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[arvindf232's solution](#)

2615.

1336A

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Quality: 24,664 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[arvindf232's solution](#)

2616.

1334C

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Quality: 17,924 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[arvindf232's solution](#)

2617.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

2618.

1321C

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Quality: 10,525 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[arvindf232's solution](#)

2619.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, math, number theory

[arvindf232's solution](#)

2620.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: dfs and similar, greedy, implementation

[arvindf232's solution](#)

2621.

1295C

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Quality: 13,841 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: dp, greedy, strings
[arvindf232's solution](#)

2622.

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation, math
[arvindf232's solution](#)

2623.

1290A

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Quality: 8,900 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, implementation
[arvindf232's solution](#)

2624.

1288C

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Quality: 15,274 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp
[arvindf232's solution](#)

2625.

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: combinatorics, math
[arvindf232's solution](#)

2626.

1281B

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Quality: 8,686 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

2627.

1255C

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Quality: 7,223 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation
[arvindf232's solution](#)

2628.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: data structures, implementation
[arvindf232's solution](#)

2629.

1251C

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Quality: 14,335 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: greedy, two pointers
[arvindf232's solution](#)

2630.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: strings
[arvindf232's solution](#)

2631.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: dp, greedy, math
[arvindf232's solution](#)

2632.

1225C

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Quality: 9,788 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, math
[arvindf232's solution](#)

2633.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: binary search, greedy
[arvindf232's solution](#)

2634.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

2635.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: brute force, math, sortings
[arvindf232's solution](#)

2636.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, sortings
[arvindf232's solution](#)

2637.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: sortings, two pointers
[arvindf232's solution](#)

2638.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: data structures, dp, implementation, two pointers
[arvindf232's solution](#)

2639.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

2640.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, greedy
[arvindf232's solution](#)

2641.

1175B

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Quality: 12,430 global accepts · Rating: 1600 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: data structures, expression parsing, implementation
[arvindf232's solution](#)

2642.

1165E

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Quality: 10,017 global accepts · Rating: 1600 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings

[arvindf232's solution](#)

2643.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

2644.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

2645.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings

[arvindf232's solution](#)

2646.

1151B

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Quality: 12,837 global accepts · Rating: 1600 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[arvindf232's solution](#)

2647.

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, two pointers

[arvindf232's solution](#)

2648.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, sortings

[arvindf232's solution](#)

2649.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: greedy, hashing, strings

[arvindf232's solution](#)

2650.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: implementation, sortings

[arvindf232's solution](#)

2651.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2023-04-29 · Kotlin 1.6 (first AC) · Tags: graphs

[arvindf232's solution](#)

2652.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[arvindf232's solution](#)

2653.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: brute force, geometry
[arvindf232's solution](#)

2654.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: implementation
[arvindf232's solution](#)

2655.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

2656.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

2657.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

2658.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: binary search, sortings
[arvindf232's solution](#)

2659.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

2660.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math
[arvindf232's solution](#)

2661.

1060C

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Quality: 5,209 global accepts · Rating: 1600 · first AC: 2023-04-26 · Kotlin 1.6 (first AC) · Tags: binary search, implementation, two pointers
[arvindf232's solution](#)

2662.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2023-04-26 · last AC: 2023-04-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

2663.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2023-04-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[arvindf232's solution](#)

2664.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, interactive

[arvindf232's solution](#)

2665.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2023-03-31 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

2666.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: hashing, strings

[arvindf232's solution](#)

2667.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,237 global accepts · Rating: 1600 · first AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, greedy, two pointers

[arvindf232's solution](#)

2668.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2023-03-30 · last AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: greedy, two pointers

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2669.

1036B

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Quality: 5,964 global accepts · Rating: 1600 · first AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: math

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2670.

1033C

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Quality: 6,217 global accepts · Rating: 1600 · first AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: brute force, dp, games

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2671.

1029C

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2672.

1028C

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Quality: 5,052 global accepts · Rating: 1600 · first AC: 2023-03-30 · last AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: geometry, implementation, sortings

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2673.

1027C

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Quality: 7,152 global accepts · Rating: 1600 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: greedy

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2674.

1025C

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation
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2675.

1025B

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Quality: 8,509 global accepts · Rating: 1600 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, number theory
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2676.

1017C

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Quality: 6,471 global accepts · Rating: 1600 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
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2677.

1015D

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Quality: 8,961 global accepts · Rating: 1600 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy
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2678.

1006E

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Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, trees
[arvindf232's solution](#)

2679.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

2680.

1806C

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Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, math
[arvindf232's solution](#)

2681.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2023-03-13 · Kotlin 1.6 (first AC) · Tags: dp, greedy, sortings
[arvindf232's solution](#)

2682.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · Kotlin 1.6 (first AC) · Tags: binary search, math
[arvindf232's solution](#)

2683.

1795D

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Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · Kotlin 1.6 (first AC) · Tags: combinatorics, math
[arvindf232's solution](#)

2684.

1778C

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Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, strings
[arvindf232's solution](#)

2685.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[arvindf232's solution](#)

2686.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-01-13 · Kotlin 1.7 (first AC) · Tags: trees

[arvindf232's solution](#)

2687.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · Kotlin 1.6 (first AC) · Tags: bitmasks, math

[arvindf232's solution](#)

2688.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · Kotlin 1.6 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

2689.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2023-01-02 · last AC: 2023-01-02 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[arvindf232's solution](#)

2690.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2022-12-26 · Kotlin 1.6 (first AC) · Tags: binary search, math, number theory, two pointers

[arvindf232's solution](#)

2691.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

2692.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[arvindf232's solution](#)

2693.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · Kotlin 1.6 (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[arvindf232's solution](#)

2694.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2022-09-09 · Kotlin 1.6 (first AC) · Tags: data structures

[arvindf232's solution](#)

2695.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-09-09 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs

[arvindf232's solution](#)

2696.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,322 global accepts · Rating: 1600 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, greedy, strings
[arvindf232's solution](#)

2697.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2022-07-26 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[arvindf232's solution](#)

2698.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-17 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[arvindf232's solution](#)

2699.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, interactive
[arvindf232's solution](#)

2700.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-06-10 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, trees
[arvindf232's solution](#)

2701.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp
[arvindf232's solution](#)

2702.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy
[arvindf232's solution](#)

2703.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · Kotlin 1.5 (first AC) · Tags: brute force, implementation, math, two pointers
[arvindf232's solution](#)

2704.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[arvindf232's solution](#)

2705.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: bitmasks, math
[arvindf232's solution](#)

2706.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,691 global accepts · Rating: 1600 · first AC: 2022-01-31 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

2707.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2022-01-31 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

2708.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, greedy, math

[arvindf232's solution](#)

2709.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · Kotlin 1.4 (first AC) · Tags: binary search, greedy

[arvindf232's solution](#)

2710.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

[arvindf232's solution](#)

2711.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[arvindf232's solution](#)

2712.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,986 global accepts · Rating: 1600 · first AC: 2021-08-18 · Kotlin 1.4 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[arvindf232's solution](#)

2713.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

2714.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation, number theory

[arvindf232's solution](#)

2715.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-28 · Kotlin 1.4 (first AC) · Tags: greedy

[arvindf232's solution](#)

2716.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · last AC: 2021-03-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

2717.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy
[arvindf232's solution](#)

2718.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy
[arvindf232's solution](#)

2719.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, sortings
[arvindf232's solution](#)

2720.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: dp, greedy, implementation, two pointers
[arvindf232's solution](#)

2721.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[arvindf232's solution](#)

2722.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · Kotlin 2.2 (first AC) · Tags: dp, strings
[arvindf232's solution](#)

2723.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · Kotlin 2.2 (first AC) · Tags: brute force, implementation
[arvindf232's solution](#)

2724.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, implementation, interactive
[arvindf232's solution](#)

2725.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: games, greedy, math
[arvindf232's solution](#)

2726.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · Kotlin 2.2 (first AC) · Tags: combinatorics, implementation, math
[arvindf232's solution](#)

2727.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · Kotlin 2.2 (first AC) · Tags: games, greedy

[arvindf232's solution](#)

2728.

2132E

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

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[arvindf232's solution](#)

2729.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-08-09 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy

[arvindf232's solution](#)

2730.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-08-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, number theory

[arvindf232's solution](#)

2731.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[arvindf232's solution](#)

2732.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[arvindf232's solution](#)

2733.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy, strings

[arvindf232's solution](#)

2734.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, math

[arvindf232's solution](#)

2735.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-04 · Kotlin 1.7 (first AC) · Tags: brute force, combinatorics, dp, math, strings

[arvindf232's solution](#)

2736.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2025-04-02 · Kotlin 1.9 (first AC) · Tags: greedy, math, number theory, sortings

[arvindf232's solution](#)

2737.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2025-04-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[arvindf232's solution](#)

2738.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, number theory
[arvindf232's solution](#)

2739.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[arvindf232's solution](#)

2740.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · Kotlin 1.9 (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[arvindf232's solution](#)

2741.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, number theory
[arvindf232's solution](#)

2742.

2065F

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

Quality: 7,092 global accepts · Rating: 1700 · first AC: 2025-02-09 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[arvindf232's solution](#)

2743.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,315 global accepts · Rating: 1700 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
[arvindf232's solution](#)

2744.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, graphs
[arvindf232's solution](#)

2745.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, math, number theory
[arvindf232's solution](#)

2746.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[arvindf232's solution](#)

2747.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[arvindf232's solution](#)

2748.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy
[arvindf232's solution](#)

2749.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · Kotlin 1.9 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[arvindf232's solution](#)

2750.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[arvindf232's solution](#)

2751.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · last AC: 2024-09-03 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, flows, math
[arvindf232's solution](#)

2752.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2024-08-06 · Kotlin 1.9 (first AC) · Tags: binary search, interactive, ternary search
[arvindf232's solution](#)

2753.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2024-02-26 · last AC: 2024-07-31 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[arvindf232's solution](#)

2754.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2024-02-23 · last AC: 2024-07-31 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, shortest paths
[arvindf232's solution](#)

2755.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2024-02-24 · last AC: 2024-07-31 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
[arvindf232's solution](#)

2756.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, sortings
[arvindf232's solution](#)

2757.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, games, trees
[arvindf232's solution](#)

2758.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, sortings
[arvindf232's solution](#)

2759.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: geometry, greedy, math
[arvindf232's solution](#)

2760.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[arvindf232's solution](#)

2761.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, two pointers
[arvindf232's solution](#)

2762.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, greedy
[arvindf232's solution](#)

2763.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: brute force, strings, two pointers
[arvindf232's solution](#)

2764.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, sortings
[arvindf232's solution](#)

2765.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

2766.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, trees
[arvindf232's solution](#)

2767.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

2768.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2024-03-03 · last AC: 2024-03-03 · Kotlin 1.7 (first AC) · Tags: dfs and similar, greedy
[arvindf232's solution](#)

2769.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[arvindf232's solution](#)

2770.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1700 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: dfs and similar, implementation

[arvindf232's solution](#)

2771.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 1700 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: binary search, sortings, two pointers

[arvindf232's solution](#)

2772.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1700 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

2773.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: data structures, expression parsing, implementation

[arvindf232's solution](#)

2774.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: dp, matrices

[arvindf232's solution](#)

2775.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[arvindf232's solution](#)

2776.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[arvindf232's solution](#)

2777.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

2778.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

2779.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

2780.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

2781.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[arvindf232's solution](#)

2782.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: dp, implementation, two pointers

[arvindf232's solution](#)

2783.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs

[arvindf232's solution](#)

2784.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,537 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

2785.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

2786.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: dp, graphs, shortest paths

[arvindf232's solution](#)

2787.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math

[arvindf232's solution](#)

2788.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: binary search, implementation, math

[arvindf232's solution](#)

2789.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: combinatorics, math

[arvindf232's solution](#)

2790.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

2791.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[arvindf232's solution](#)

2792.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

2793.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy, implementation

[arvindf232's solution](#)

2794.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

2795.

382C

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: implementation, sortings

[arvindf232's solution](#)

2796.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

2797.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

2798.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,896 global accepts · Rating: 1700 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, two pointers

[arvindf232's solution](#)

2799.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2024-02-26 · last AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: binary search, sortings, ternary search, two pointers

[arvindf232's solution](#)

2800.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, implementation

[arvindf232's solution](#)

2801.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2024-02-26 · last AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: greedy, math
[arvindf232's solution](#)

2802.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math
[arvindf232's solution](#)

2803.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: math, meet-in-the-middle
[arvindf232's solution](#)

2804.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy
[arvindf232's solution](#)

2805.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: greedy, strings
[arvindf232's solution](#)

2806.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2024-02-25 · last AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[arvindf232's solution](#)

2807.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy, math
[arvindf232's solution](#)

2808.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

2809.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, implementation
[arvindf232's solution](#)

2810.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2024-02-25 · last AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms
[arvindf232's solution](#)

2811.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation
[arvindf232's solution](#)

2812.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory, strings
[arvindf232's solution](#)

2813.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games, math
[arvindf232's solution](#)

2814.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: geometry
[arvindf232's solution](#)

2815.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: implementation, math, trees
[arvindf232's solution](#)

2816.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, probabilities
[arvindf232's solution](#)

2817.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: games, greedy, implementation, math
[arvindf232's solution](#)

2818.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

2819.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, math, number theory
[arvindf232's solution](#)

2820.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp
[arvindf232's solution](#)

2821.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: brute force, greedy
[arvindf232's solution](#)

2822.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[arvindf232's solution](#)

2823.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

2824.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: combinatorics, greedy, sortings

[arvindf232's solution](#)

2825.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, graphs

[arvindf232's solution](#)

2826.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

2827.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

2828.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

2829.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

2830.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2024-02-22 · last AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: data structures, sortings

[arvindf232's solution](#)

2831.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: sortings, strings

[arvindf232's solution](#)

2832.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[arvindf232's solution](#)

2833.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, strings
[arvindf232's solution](#)

2834.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[arvindf232's solution](#)

2835.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, math
[arvindf232's solution](#)

2836.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-02-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, graphs
[arvindf232's solution](#)

2837.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2024-02-12 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, sortings
[arvindf232's solution](#)

2838.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2024-02-12 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

2839.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2024-02-12 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, sortings
[arvindf232's solution](#)

2840.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2024-02-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

2841.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2024-02-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar
[arvindf232's solution](#)

2842.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, implementation, math
[arvindf232's solution](#)

2843.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, sortings

[arvindf232's solution](#)

2844.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[arvindf232's solution](#)

2845.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2024-02-03 · last AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[arvindf232's solution](#)

2846.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

2847.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, strings

[arvindf232's solution](#)

2848.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: dp, greedy, number theory

[arvindf232's solution](#)

2849.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs

[arvindf232's solution](#)

2850.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation

[arvindf232's solution](#)

2851.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

2852.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, sortings, strings

[arvindf232's solution](#)

2853.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms

[arvindf232's solution](#)

2854.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2024-02-01 · last AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: math, number theory
[arvindf232's solution](#)

2855.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: binary search, math, sortings, two pointers
[arvindf232's solution](#)

2856.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 1700 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, math
[arvindf232's solution](#)

2857.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

2858.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs
[arvindf232's solution](#)

2859.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy
[arvindf232's solution](#)

2860.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: binary search, implementation, math
[arvindf232's solution](#)

2861.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

2862.

977F

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

Quality: 25,127 global accepts · Rating: 1700 · first AC: 2024-01-30 · last AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

2863.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2024-01-29 · last AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: implementation, math
[arvindf232's solution](#)

2864.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2024-01-29 · Kotlin 1.9 (first AC) · Tags: games, greedy
[arvindf232's solution](#)

2865.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2024-01-19 · last AC: 2024-01-19 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms

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2866.

949B

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Quality: 3,833 global accepts · Rating: 1700 · first AC: 2024-01-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

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2867.

1906M

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Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: greedy, math

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2868.

1903D1

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Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, greedy

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2869.

1896D

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Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

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2870.

1881F

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Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

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2871.

1833F

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Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-19 · Kotlin 1.6 (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

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2872.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: brute force, math

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2873.

1810D

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Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: binary search, math

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2874.

1799C

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: greedy, strings

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2875.

1776F

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Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, greedy
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2876.

1772E

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Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: games
[arvindf232's solution](#)

2877.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[arvindf232's solution](#)

2878.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: dfs and similar, implementation
[arvindf232's solution](#)

2879.

1715C

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Quality: 10,375 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, implementation, math
[arvindf232's solution](#)

2880.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, greedy, math
[arvindf232's solution](#)

2881.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[arvindf232's solution](#)

2882.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[arvindf232's solution](#)

2883.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, greedy, trees
[arvindf232's solution](#)

2884.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: graphs, math, number theory, strings
[arvindf232's solution](#)

2885.

1688C

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Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, strings
[arvindf232's solution](#)

2886.

1687B

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Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[arvindf232's solution](#)

2887.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2023-05-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[arvindf232's solution](#)

2888.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[arvindf232's solution](#)

2889.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[arvindf232's solution](#)

2890.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

2891.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[arvindf232's solution](#)

2892.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[arvindf232's solution](#)

2893.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-05-10 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[arvindf232's solution](#)

2894.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[arvindf232's solution](#)

2895.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, dfs and

similar, dp, graphs, trees

[arvindf232's solution](#)

2896.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2023-05-09 · last AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

2897.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: data structures, dp, math

[arvindf232's solution](#)

2898.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2023-05-09 · Kotlin 1.7 (first AC) · Tags: brute force, data structures, dp, math, number theory

[arvindf232's solution](#)

2899.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2023-05-09 · last AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[arvindf232's solution](#)

2900.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, greedy, math

[arvindf232's solution](#)

2901.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: brute force, geometry, greedy, implementation

[arvindf232's solution](#)

2902.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory

[arvindf232's solution](#)

2903.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2023-05-09 · Kotlin 1.6 (first AC) · Tags: games, math, number theory

[arvindf232's solution](#)

2904.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2023-05-08 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, math, number theory

[arvindf232's solution](#)

2905.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[arvindf232's solution](#)

2906.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: geometry, hashing, number theory
[arvindf232's solution](#)

2907.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: binary search, sortings
[arvindf232's solution](#)

2908.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1700 · first AC: 2023-05-07 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[arvindf232's solution](#)

2909.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, dp, math
[arvindf232's solution](#)

2910.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2023-05-06 · Kotlin 1.6 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

2911.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

2912.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy
[arvindf232's solution](#)

2913.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation
[arvindf232's solution](#)

2914.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2023-05-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[arvindf232's solution](#)

2915.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[arvindf232's solution](#)

2916.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

2917.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy, math

[arvindf232's solution](#)

2918.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[arvindf232's solution](#)

2919.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[arvindf232's solution](#)

2920.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[arvindf232's solution](#)

2921.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2023-05-04 · Kotlin 1.6 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

2922.

1343D

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Quality: 13,538 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, two pointers

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2923.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[arvindf232's solution](#)

2924.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[arvindf232's solution](#)

2925.

1333C

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Quality: 13,362 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, implementation, two pointers

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2926.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, shortest paths

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2927.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arvindf232's solution](#)

2928.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings

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2929.

1301C

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Quality: 9,877 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

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2930.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2023-05-03 · Kotlin 1.6 (first AC) · Tags: math, strings

[arvindf232's solution](#)

2931.

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

2932.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2023-05-02 · last AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, probabilities

[arvindf232's solution](#)

2933.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: data structures, dp, greedy, implementation

[arvindf232's solution](#)

2934.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[arvindf232's solution](#)

2935.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

2936.

1260C

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Quality: 8,783 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: greedy, math, number theory

[arvindf232's solution](#)

2937.

1257D

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Quality: 8,172 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[arvindf232's solution](#)

2938.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

2939.

1253D

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Quality: 10,248 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[arvindf232's solution](#)

2940.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: dp, shortest paths

[arvindf232's solution](#)

2941.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

2942.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, geometry, greedy

[arvindf232's solution](#)

2943.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

2944.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2023-05-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

2945.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: implementation, strings

[arvindf232's solution](#)

2946.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force

[arvindf232's solution](#)

2947.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: geometry, math

[arvindf232's solution](#)

2948.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: games, greedy, math

[arvindf232's solution](#)

2949.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: brute force, graphs

[arvindf232's solution](#)

2950.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs

[arvindf232's solution](#)

2951.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: dp, graphs, greedy, shortest paths

[arvindf232's solution](#)

2952.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: brute force, dp, shortest paths

[arvindf232's solution](#)

2953.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: games, math

[arvindf232's solution](#)

2954.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

2955.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, strings

[arvindf232's solution](#)

2956.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[arvindf232's solution](#)

2957.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2023-05-01 · Kotlin 1.6 (first AC) · Tags: binary search, greedy

[arvindf232's solution](#)

2958.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, greedy

[arvindf232's solution](#)

2959.

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

2960.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2023-04-30 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

2961.

1148C

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2962.

1146C

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2963.

1142A

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2965.

1132C

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2966.

1131F

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2967.

1798C

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2968.

1129A1

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2969.

1118E

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2970.

1118D1

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2971.

1118D2

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Quality: 6,800 global accepts · Rating: 1700 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: binary search, greedy

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2972.

1118C

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2973.

1114C

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2974.

1111C

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Quality: 7,011 global accepts · Rating: 1700 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, divide and conquer, math

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2975.

1111B

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2976.

1102E

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2977.

1091D

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Quality: 7,474 global accepts · Rating: 1700 · first AC: 2023-04-28 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math

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2978.

1085D

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2979.

1066E

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Quality: 6,577 global accepts · Rating: 1700 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, math

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2980.

1061C

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Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-04-27 · last AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: data structures, dp, implementation, math, number theory

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2981.

1822F

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2982.

1056C

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2983.

1051D

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Quality: 8,161 global accepts · Rating: 1700 · first AC: 2023-03-31 · Kotlin 1.6 (first AC) · Tags: bitmasks, dp

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2984.

1044A

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2985.

1043D

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Quality: 4,762 global accepts · Rating: 1700 · first AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

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2986.

1042C

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Quality: 4,970 global accepts · Rating: 1700 · first AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

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2987.

1041D

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Quality: 6,423 global accepts · Rating: 1700 · first AC: 2023-03-30 · last AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, two pointers

[arvindf232's solution](#)

2988.

1032C

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Quality: 4,331 global accepts · Rating: 1700 · first AC: 2023-03-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp

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2989.

1027D

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2990.

1023D

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Quality: 4,282 global accepts · Rating: 1700 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures

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2991.

1009D

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2992.

1009C

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Quality: 5,557 global accepts · Rating: 1700 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: greedy, math

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2993.

1006D

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Quality: 6,477 global accepts · Rating: 1700 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: implementation

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2994.

1000C

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Quality: 8,436 global accepts · Rating: 1700 · first AC: 2023-03-26 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, sortings

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2995.

1807F

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Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, implementation

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2996.

1381A2

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Quality: 14,323 global accepts · Rating: 1700 · first AC: 2023-03-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

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2997.

1312D

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2998.

1792D

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2999.

1777C

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3000.

1779D

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3001.

1770C

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3002.

621C

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3003.

627A

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3004.

176B

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3005.

1731D

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3006.

1731C

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Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

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3007.

49C

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3008.

44H

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Quality: 2,003 global accepts · Rating: 1700 · first AC: 2022-12-27 · Kotlin 1.6 (first AC) · Tags: dp

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3009.

42B

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Quality: 1,154 global accepts · Rating: 1700 · first AC: 2022-12-27 · Kotlin 1.6 (first AC) · Tags: implementation

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3010.

35D

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3011.

32C

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[arvindf232's solution](#)

3012.

31C

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Quality: 2,030 global accepts · Rating: 1700 · first AC: 2022-12-24 · Kotlin 1.6 (first AC) · Tags: implementation

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3013.

30B

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3014.

29C

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3015.

22C

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3016.

20A

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3017.

18B

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3018.

14C

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3019.

1093D

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Quality: 11,326 global accepts · Rating: 1700 · first AC: 2022-12-23 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs

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3020.

1383A

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Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-12-21 · Kotlin 1.6 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

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3021.

1068C

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3022.

789B

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3023.

156A

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3024.

1210B

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3025.

1037D

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3026.

1144F

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3027.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-12-20 · Kotlin 1.6 (first AC) · Tags: binary search, interactive, ternary search
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3028.

1474C

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3029.

1015E1

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3030.

4D

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3031.

960C

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3032.

1580A

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3033.

1765D

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3034.

1760G

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3035.

1743D

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3036.

1516C

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3037.

1714G

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3038.

1702F

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3039.

1699C

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3040.

1700C

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3041.

1681D

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3042.

1684D

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3043.

1677B

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3044.

1670D

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3045.

567D

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3046.

385C

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3047.

582A

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3048.

1324E

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3049.

923A

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3050.

1325D

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3051.

1185C2

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Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-04-10 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, math
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3052.

1092C

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3053.

1579F

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3054.

1661C

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Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math

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3055.

584C

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3056.

1400B

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3057.

297A

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[arvindf232's solution](#)

3058.

1543D1

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Quality: 8,000 global accepts · Rating: 1700 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[arvindf232's solution](#)

3059.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[arvindf232's solution](#)

3060.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: greedy

[arvindf232's solution](#)

3061.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2022-04-06 · last AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, math

[arvindf232's solution](#)

3062.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: —

[arvindf232's solution](#)

3063.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

3064.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, math
[arvindf232's solution](#)

3065.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: dfs and similar, math, probabilities, trees
[arvindf232's solution](#)

3066.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2022-04-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[arvindf232's solution](#)

3067.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2022-04-01 · Kotlin 1.5 (first AC) · Tags: bitmasks, combinatorics, math
[arvindf232's solution](#)

3068.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2022-04-01 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

3069.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · Kotlin 1.5 (first AC) · Tags: brute force, implementation, math, strings
[arvindf232's solution](#)

3070.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

3071.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2022-03-14 · Kotlin 1.5 (first AC) · Tags: bitmasks, constructive algorithms, math
[arvindf232's solution](#)

3072.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2022-03-12 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[arvindf232's solution](#)

3073.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,305 global accepts · Rating: 1700 · first AC: 2022-03-12 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, two pointers
[arvindf232's solution](#)

3074.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1700 · first AC: 2022-02-22 · Kotlin 1.4 (first AC) · Tags: data structures, implementation, math
[arvindf232's solution](#)

3075.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2022-01-26 · Kotlin 1.4 (first AC) · Tags: divide and conquer, hashing, sortings, strings
[arvindf232's solution](#)

3076.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · Kotlin 1.4 (first AC) · Tags: greedy, strings
[arvindf232's solution](#)

3077.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · Kotlin 1.4 (first AC) · Tags: dfs and similar, interactive, math
[arvindf232's solution](#)

3078.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, bitmasks, dp, greedy
[arvindf232's solution](#)

3079.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-08-18 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

3080.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, games, interactive
[arvindf232's solution](#)

3081.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2021-03-14 · Kotlin 1.4 (first AC) · Tags: brute force, greedy
[arvindf232's solution](#)

3082.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[arvindf232's solution](#)

3083.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, dsu, implementation
[arvindf232's solution](#)

3084.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · Kotlin 1.4 (first AC) · Tags: implementation, math, sortings
[arvindf232's solution](#)

3085.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: games, geometry, math

[arvindf232's solution](#)

3086.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · Kotlin 1.4 (first AC) · Tags: data structures, dp, implementation, strings

[arvindf232's solution](#)

3087.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

3088.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-29 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[arvindf232's solution](#)

3089.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[arvindf232's solution](#)

3090.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-02 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy

[arvindf232's solution](#)

3091.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[arvindf232's solution](#)

3092.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-13 · Kotlin 2.2 (first AC) · Tags: combinatorics, data structures, dsu, sortings

[arvindf232's solution](#)

3093.

2179E

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

Quality: 5,779 global accepts · Rating: 1800 · first AC: 2025-12-23 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, geometry, math

[arvindf232's solution](#)

3094.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · Kotlin 2.2 (first AC) · Tags: greedy, implementation, strings, two pointers

[arvindf232's solution](#)

3095.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · Kotlin 2.2 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

3096.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-06 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, dfs and similar, dp
[arvindf232's solution](#)

3097.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[arvindf232's solution](#)

3098.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · Kotlin 2.2 (first AC) · Tags: greedy, implementation, sortings
[arvindf232's solution](#)

3099.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy, math
[arvindf232's solution](#)

3100.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, brute force
[arvindf232's solution](#)

3101.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[arvindf232's solution](#)

3102.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,929 global accepts · Rating: 1800 · first AC: 2025-06-08 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, trees
[arvindf232's solution](#)

3103.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-25 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math
[arvindf232's solution](#)

3104.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, greedy
[arvindf232's solution](#)

3105.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[arvindf232's solution](#)

3106.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dp
[arvindf232's solution](#)

3107.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, math, probabilities
[arvindf232's solution](#)

3108.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 1800 · first AC: 2025-03-13 · Kotlin 1.9 (first AC) · Tags: dp, greedy, implementation
[arvindf232's solution](#)

3109.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · Kotlin 1.9 (first AC) · Tags: *special, sortings
[arvindf232's solution](#)

3110.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2024-12-09 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

3111.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · Kotlin 1.9 (first AC) · Tags: greedy
[arvindf232's solution](#)

3112.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, math, number theory
[arvindf232's solution](#)

3113.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[arvindf232's solution](#)

3114.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[arvindf232's solution](#)

3115.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory
[arvindf232's solution](#)

3116.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[arvindf232's solution](#)

3117.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,725 global accepts · Rating: 1800 · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

3118.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · Kotlin 1.9 (first AC) · Tags: dp, implementation, strings

[arvindf232's solution](#)

3119.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math, number theory

[arvindf232's solution](#)

3120.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2024-08-22 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, strings, trees

[arvindf232's solution](#)

3121.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 1800 · first AC: 2024-02-27 · last AC: 2024-07-31 · Kotlin 1.9 (first AC) · Tags: binary search, greedy

[arvindf232's solution](#)

3122.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2024-02-25 · last AC: 2024-07-31 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

3123.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[arvindf232's solution](#)

3124.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-16 · last AC: 2024-06-16 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[arvindf232's solution](#)

3125.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

3126.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · Kotlin 1.9 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

3127.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · last AC: 2024-04-12 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, sortings

[arvindf232's solution](#)

3128.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: dp, games, greedy, math, schedules

[arvindf232's solution](#)

3129.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[arvindf232's solution](#)

3130.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, sortings, two pointers

[arvindf232's solution](#)

3131.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: binary search, combinatorics, implementation, math

[arvindf232's solution](#)

3132.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[arvindf232's solution](#)

3133.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: dfs and similar, shortest paths

[arvindf232's solution](#)

3134.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

3135.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 1800 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

3136.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: binary search, dp, two pointers

[arvindf232's solution](#)

3137.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 1800 · first AC: 2024-03-03 · Kotlin 1.7 (first AC) · Tags: dp

[arvindf232's solution](#)

3138.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: math, ternary search

[arvindf232's solution](#)

3139.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

3140.

220B

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

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures

[arvindf232's solution](#)

3141.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[arvindf232's solution](#)

3142.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: dp, hashing, strings

[arvindf232's solution](#)

3143.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: brute force, sortings

[arvindf232's solution](#)

3144.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: binary search, implementation, math

[arvindf232's solution](#)

3145.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 1800 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs

[arvindf232's solution](#)

3146.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: data structures, strings

[arvindf232's solution](#)

3147.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

3148.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics

[arvindf232's solution](#)

3149.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

3150.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: binary search, math
[arvindf232's solution](#)

3151.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: greedy
[arvindf232's solution](#)

3152.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-02-28 · last AC: 2024-02-28 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, number theory
[arvindf232's solution](#)

3153.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

3154.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, sortings
[arvindf232's solution](#)

3155.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, implementation, trees
[arvindf232's solution](#)

3156.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: dp, greedy, math, number theory
[arvindf232's solution](#)

3157.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, sortings
[arvindf232's solution](#)

3158.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: implementation
[arvindf232's solution](#)

3159.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: greedy, sortings
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3160.

433C

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Quality: 2,619 global accepts · Rating: 1800 · first AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: implementation, math, sortings
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3161.

436C

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Quality: 2,887 global accepts · Rating: 1800 · first AC: 2024-02-26 · last AC: 2024-02-26 · Kotlin 1.9 (first AC) · Tags: dsu, graphs, greedy, trees
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3162.

448D

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3163.

452B

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Quality: 2,117 global accepts · Rating: 1800 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, geometry, trees
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3164.

459D

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3165.

471D

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3166.

482B

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Quality: 7,728 global accepts · Rating: 1800 · first AC: 2024-02-25 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, trees
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3167.

483B

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3168.

487A

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Quality: 3,952 global accepts · Rating: 1800 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, implementation
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3169.

492D

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3170.

513B2

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3171.

519D

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Quality: 6,899 global accepts · Rating: 1800 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: data structures, dp, two pointers

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3172.

527D

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Quality: 5,084 global accepts · Rating: 1800 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

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3173.

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2024-02-24 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[arvindf232's solution](#)

3174.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation

[arvindf232's solution](#)

3175.

543A

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Quality: 8,837 global accepts · Rating: 1800 · first AC: 2024-02-24 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

3176.

1923D

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[arvindf232's solution](#)

3177.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[arvindf232's solution](#)

3178.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, number theory

[arvindf232's solution](#)

3179.

580D

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Quality: 11,874 global accepts · Rating: 1800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp

[arvindf232's solution](#)

3180.

585A

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Quality: 4,476 global accepts · Rating: 1800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

3181.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

3182.

600C

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Quality: 7,081 global accepts · Rating: 1800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, strings
[arvindf232's solution](#)

3183.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

3184.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2024-02-22 · last AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

3185.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs
[arvindf232's solution](#)

3186.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, probabilities
[arvindf232's solution](#)

3187.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees
[arvindf232's solution](#)

3188.

638D

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Quality: 793 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, graphs
[arvindf232's solution](#)

3189.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation
[arvindf232's solution](#)

3190.

645D

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Quality: 3,338 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: binary search, dp, graphs
[arvindf232's solution](#)

3191.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: combinatorics, sortings, two pointers
[arvindf232's solution](#)

3192.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: data structures, sortings
[arvindf232's solution](#)

3193.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[arvindf232's solution](#)

3194.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, number theory

[arvindf232's solution](#)

3195.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: dp, implementation, strings

[arvindf232's solution](#)

3196.

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2024-02-22 · Kotlin 1.9 (first AC) · Tags: dp, geometry, greedy, implementation

[arvindf232's solution](#)

3197.

675D

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Quality: 4,271 global accepts · Rating: 1800 · first AC: 2024-02-21 · Kotlin 1.9 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

3198.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, strings

[arvindf232's solution](#)

3199.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: chinese remainder theorem, math, number theory

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3200.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, trees

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3201.

721C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-02-16 · Kotlin 1.9 (first AC) · Tags: dp, graphs

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3202.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2024-02-14 · Kotlin 1.9 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[arvindf232's solution](#)

3203.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2024-02-12 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

3204.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2024-02-12 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, interactive

[arvindf232's solution](#)

3205.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[arvindf232's solution](#)

3206.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, implementation, strings

[arvindf232's solution](#)

3207.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, implementation

[arvindf232's solution](#)

3208.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

3209.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2024-02-02 · Kotlin 1.7 (first AC) · Tags: brute force, dp, greedy, math, number theory

[arvindf232's solution](#)

3210.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[arvindf232's solution](#)

3211.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2024-02-02 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[arvindf232's solution](#)

3212.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: brute force, greedy

[arvindf232's solution](#)

3213.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: graphs, implementation

[arvindf232's solution](#)

3214.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2024-02-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, divide and conquer
[arvindf232's solution](#)

3215.

899D

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Quality: 3,261 global accepts · Rating: 1800 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

3216.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

3217.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: brute force, math
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3218.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[arvindf232's solution](#)

3219.

914C

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Quality: 4,209 global accepts · Rating: 1800 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp
[arvindf232's solution](#)

3220.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: dp, greedy, implementation, math
[arvindf232's solution](#)

3221.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

3222.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2024-01-31 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

3223.

939E

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Quality: 3,538 global accepts · Rating: 1800 · first AC: 2024-01-19 · last AC: 2024-01-19 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, ternary search, two pointers
[arvindf232's solution](#)

3224.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2024-01-19 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

3225.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[arvindf232's solution](#)

3226.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2024-01-17 · last AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

3227.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs

[arvindf232's solution](#)

3228.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2024-01-11 · Kotlin 1.6 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[arvindf232's solution](#)

3229.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2023-12-28 · Kotlin 1.6 (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[arvindf232's solution](#)

3230.

1912K

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Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, dp

[arvindf232's solution](#)

3231.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[arvindf232's solution](#)

3232.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

3233.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[arvindf232's solution](#)

3234.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[arvindf232's solution](#)

3235.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2023-08-14 · Kotlin 1.6 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

3236.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[arvindf232's solution](#)

3237.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-05 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, trees

[arvindf232's solution](#)

3238.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2023-06-20 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[arvindf232's solution](#)

3239.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy, math, strings

[arvindf232's solution](#)

3240.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2023-05-31 · last AC: 2023-05-31 · Kotlin 1.6 (first AC) · Tags: number theory

[arvindf232's solution](#)

3241.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2023-05-31 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation

[arvindf232's solution](#)

3242.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2023-05-31 · last AC: 2023-05-31 · Kotlin 1.6 (first AC) · Tags: data structures, divide and conquer, two pointers

[arvindf232's solution](#)

3243.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2023-05-31 · Kotlin 1.6 (first AC) · Tags: binary search, implementation

[arvindf232's solution](#)

3244.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2023-05-31 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

3245.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: binary search, two pointers

[arvindf232's solution](#)

3246.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

3247.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[arvindf232's solution](#)

3248.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, implementation

[arvindf232's solution](#)

3249.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2023-05-30 · last AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: data structures, dp, trees

[arvindf232's solution](#)

3250.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

3251.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: dp, implementation, math, number theory

[arvindf232's solution](#)

3252.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, hashing, strings

[arvindf232's solution](#)

3253.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: binary search, sortings

[arvindf232's solution](#)

3254.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: dp, sortings, two pointers

[arvindf232's solution](#)

3255.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: greedy

[arvindf232's solution](#)

3256.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1800 · first AC: 2023-05-27 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

3257.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2023-05-27 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

3258.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2023-05-27 · last AC: 2023-05-27 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, sortings

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3259.

1156B

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3260.

1177B

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3261.

1176D

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3262.

1179B

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3263.

1187C

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1190B

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3265.

1195D2

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3266.

1196E

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3267.

1824B1

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3268.

1809D

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3269.

1801B

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3270.

1759F

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3271.

1750D

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3272.

1740E

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3273.

1729E

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3274.

1728D

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3275.

1720D1

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3276.

1709C

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3277.

1678B2

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3278.

1630B

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3279.

1620C

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3280.

1619D

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3281.

1582F1

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3282.

1575D

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3283.

1833G

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3284.

1560E

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3285.

1554C

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3286.

1525D

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3287.

1517D

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1509C

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3289.

1500A

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3290.

1016D

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3291.

1016C

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3292.

1326D2

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1129A2

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3294.

1805D

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1793D

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1780D

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3297.

1782D

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1775D

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3299.

1768D

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Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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3300.

1186C

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3301.

1108E1

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3302.

1138B

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3303.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-12-21 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

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3304.

161D

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3305.

869C

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3306.

1076D

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Quality: 5,914 global accepts · Rating: 1800 · first AC: 2022-12-03 · Kotlin 1.6 (first AC) · Tags: graphs, greedy, shortest paths

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3307.

1758D

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Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

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3308.

1090D

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Quality: 2,364 global accepts · Rating: 1800 · first AC: 2022-09-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

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3309.

1725H

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Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

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3310.

1725M

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Quality: 4,389 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

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3311.

1721D

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3312.

1718A1

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Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · Kotlin 1.6 (first AC) · Tags: dp, greedy

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3313.

1713D

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3314.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · Kotlin 1.6 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

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3315.

1691D

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3316.

1675F

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3317.

1674F

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3318.

1172A

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3319.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
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3320.

1666C

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3321.

768C

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3322.

1611F

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3323.

1466E

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3324.

1463C

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3325.

1462F

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3326.

1426E

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3327.

1409E

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3328.

1401D

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3329.

1381B

[Unmerge](#) · [Tutorial](#)

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3330.

1367D

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3331.

1355C

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3332.

1338B

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1335E2

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3334.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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3335.

1328D

[Carousel](#) · [Tutorial](#)

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3336.

1327E

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Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

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3337.

1329A

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3338.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

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3339.

1316C

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3340.

1304D

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Quality: 6,682 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

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3341.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.4 (first AC) · Tags: geometry

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3342.

1295D

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Quality: 10,216 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.4 (first AC) · Tags: math, number theory

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3343.

1290B

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Quality: 7,154 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

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3344.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.4 (first AC) · Tags: dp, greedy, sortings

[arvindf232's solution](#)

3345.

1283E

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Quality: 7,327 global accepts · Rating: 1800 · first AC: 2022-03-20 · last AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: dp, greedy

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3346.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: graphs, greedy, shortest paths

[arvindf232's solution](#)

3347.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: greedy, sortings, two pointers

[arvindf232's solution](#)

3348.

1250J

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Quality: 3,244 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: binary search, greedy

[arvindf232's solution](#)

3349.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[arvindf232's solution](#)

3350.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: greedy

[arvindf232's solution](#)

3351.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: data structures, greedy, sortings

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3352.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

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3353.

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, data structures, math

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3354.

1635D

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Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-20 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

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3355.

1446B

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[arvindf232's solution](#)

3356.

1394A

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3357.

1388C

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3358.

1396B

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3359.

1637D

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3360.

1227D2

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3361.

1225D

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3362.

1221D

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3363.

1213G

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3364.

1208C

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3365.

1207D

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3366.

1118F1

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3367.

863D

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3368.

1586D

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3369.

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3370.

1571C

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Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation

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3371.

1572A

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3372.

1556C

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3373.

1556D

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3374.

1534D

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3375.

1548B

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3376.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

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3377.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-10 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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3378.

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

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3379.

1505E

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation, shortest paths

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3380.

1063B

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Quality: 9,253 global accepts · Rating: 1800 · first AC: 2021-03-27 · Kotlin 1.4 (first AC) · Tags: graphs, shortest paths

[arvindf232's solution](#)

3381.

1053A

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3382.

1010C

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3383.

1010B

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[arvindf232's solution](#)

3384.

1488B

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3385.

1491D

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3386.

1450D

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3387.

725D

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3388.

706D

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3389.

1478D

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Rating: 1800 · first AC: 2021-01-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

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3390.

1475D

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3391.

1420D

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3392.

1437C

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3393.

1443F

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Rating: 1800 · first AC: 2021-01-01 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

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3394.

1443D

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Rating: 1800 · first AC: 2021-01-01 · Kotlin 1.4 (first AC) · Tags: dp, greedy, math

[arvindf232's solution](#)

3395.

2184G

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Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-01-13 · Kotlin 2.2 (first AC) · Tags: binary search, data structures

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3396.

2184F

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Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-13 · Kotlin 2.2 (first AC) · Tags: dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

3397.

2180D

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Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · Kotlin 2.2 (first AC) · Tags: data structures, dp, greedy, math

[arvindf232's solution](#)

3398.

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · Kotlin 2.2 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[arvindf232's solution](#)

3399.

2156D

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Quality: 5,371 global accepts · Rating: 1900 · first AC: 2025-10-24 · Kotlin 2.2 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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3400.

2154D

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Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

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3401.

2149F

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Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · Kotlin 2.2 (first AC) · Tags: binary search, math, ternary search

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3402.

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-08-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, greedy
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3403.

2131F

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Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
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3404.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
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3405.

2128E1

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Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, math
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3406.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · Kotlin 1.9 (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
[arvindf232's solution](#)

3407.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-17 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[arvindf232's solution](#)

3408.

2106F

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Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-25 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
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3409.

2093G

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Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · last AC: 2025-04-08 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
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3410.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
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3411.

2078E

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Rating: 1900 · first AC: 2025-03-13 · Kotlin 1.9 (first AC) · Tags: bitmasks, implementation, interactive, math
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3412.

2073A

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Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-08 · Kotlin 1.7 (first AC) · Tags: —

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3413.

2068F

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Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, strings

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3414.

2064D

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3415.

2059D

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Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · Kotlin 1.9 (first AC) · Tags: data structures, graphs, greedy, shortest paths

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3416.

2049D

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Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · Kotlin 1.9 (first AC) · Tags: brute force, dp

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3417.

2044G2

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3418.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,043 global accepts · Rating: 1900 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, math, number theory

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3419.

2052E

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3420.

2040D

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Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

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3421.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, trees

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3422.

2042D

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Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, sortings, two pointers

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3423.

2029D

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Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

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3424.

2036F

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Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, number theory, two pointers

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3425.

1989D

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Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-10-29 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[arvindf232's solution](#)

3426.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-10-29 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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3427.

1994D

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Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-10-29 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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3428.

2026D

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Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, implementation, math

[arvindf232's solution](#)

3429.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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3430.

2014H

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Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, greedy, hashing

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3431.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: binary search, greedy

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3432.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, two pointers

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3433.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-08-21 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math

[arvindf232's solution](#)

3434.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[arvindf232's solution](#)

3435.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · Kotlin 1.9 (first AC) · Tags: dp, greedy, implementation, math

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3436.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[arvindf232's solution](#)

3437.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2024-07-31 · Kotlin 1.9 (first AC) · Tags: combinatorics, math

[arvindf232's solution](#)

3438.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[arvindf232's solution](#)

3439.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms

[arvindf232's solution](#)

3440.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: dfs and similar, trees

[arvindf232's solution](#)

3441.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

3442.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, games, trees

[arvindf232's solution](#)

3443.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

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3444.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[arvindf232's solution](#)

3445.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,075 global accepts · Rating: 1900 · first AC: 2024-03-28 · last AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

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3446.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

3447.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[arvindf232's solution](#)

3448.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2024-03-22 · last AC: 2024-03-22 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, number theory

[arvindf232's solution](#)

3449.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2024-03-22 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, sortings, strings

[arvindf232's solution](#)

3450.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2024-03-21 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, number theory

[arvindf232's solution](#)

3451.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2024-03-21 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games, greedy

[arvindf232's solution](#)

3452.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2024-03-21 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

3453.

148E

[Porcelain](#) · [Tutorial](#)

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3454.

149D

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Quality: 4,611 global accepts · Rating: 1900 · first AC: 2024-03-21 · Kotlin 1.9 (first AC) · Tags: dp

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3455.

180D

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3456.

190D

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3457.

191C

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3458.

208C

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3459.

213B

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3460.

222D

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3461.

222E

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3462.

223B

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3463.

223C

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3464.

226B

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3465.

228E

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3466.

229C

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3467.

232B

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3468.

257D

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Quality: 1,719 global accepts · Rating: 1900 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: greedy, math
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3469.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: dp, math, probabilities
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3470.

1945F

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Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: data structures, sortings
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3471.

279E

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Quality: 1,603 global accepts · Rating: 1900 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: dp, games, greedy, number theory
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3472.

285D

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Quality: 1,676 global accepts · Rating: 1900 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle
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3473.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp, dsu
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3474.

292E

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3475.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: combinatorics, number theory

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3476.

309C

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Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, greedy

[arvindf232's solution](#)

3477.

319B

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Quality: 4,746 global accepts · Rating: 1900 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

3478.

327D

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Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[arvindf232's solution](#)

3479.

335B

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Quality: 2,373 global accepts · Rating: 1900 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp

[arvindf232's solution](#)

3480.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2024-03-18 · last AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, two pointers

[arvindf232's solution](#)

3481.

351B

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Quality: 2,724 global accepts · Rating: 1900 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, probabilities

[arvindf232's solution](#)

3482.

356B

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Quality: 2,088 global accepts · Rating: 1900 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: implementation, math

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3483.

359C

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Quality: 3,559 global accepts · Rating: 1900 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

3484.

362C

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Quality: 2,025 global accepts · Rating: 1900 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: data structures, dp, implementation, math

[arvindf232's solution](#)

3485.

366C

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[arvindf232's solution](#)

3486.

367B

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3487.

372B

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3488.

374C

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Quality: 3,014 global accepts · Rating: 1900 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[arvindf232's solution](#)

3489.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[arvindf232's solution](#)

3490.

417D

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Quality: 2,915 global accepts · Rating: 1900 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, greedy, sortings

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3491.

421D

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Quality: 694 global accepts · Rating: 1900 · first AC: 2024-03-15 · last AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, sortings

[arvindf232's solution](#)

3492.

437D

[The Child and Zoo](#) · [Tutorial](#)

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[arvindf232's solution](#)

3493.

448C

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[arvindf232's solution](#)

3494.

452D

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Quality: 1,666 global accepts · Rating: 1900 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

3495.

455B

[A Lot of Games](#) · [Tutorial](#)

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strings, trees

[arvindf232's solution](#)

3496.

457B

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Quality: 1,210 global accepts · Rating: 1900 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: greedy

[arvindf232's solution](#)

3497.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, math

[arvindf232's solution](#)

3498.

459E

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Quality: 5,971 global accepts · Rating: 1900 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: dp, sortings

[arvindf232's solution](#)

3499.

463C

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3500.

463D

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3501.

472D

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3502.

476D

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Quality: 5,033 global accepts · Rating: 1900 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

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3503.

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp

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3504.

488B

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Quality: 2,263 global accepts · Rating: 1900 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, math

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3505.

496D

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3506.

505C

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3507.

510D

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Quality: 6,412 global accepts · Rating: 1900 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp, math

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3508.

524C

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3509.

529B

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3510.

534D

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3511.

535C

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3512.

535D

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3513.

540D

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3514.

547B

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3515.

549D

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3516.

550D

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3517.

552C

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3518.

553B

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3519.

557C

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3520.

558C

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3521.

566D

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3522.

577B

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3523.

582B

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3524.

599D

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3525.

607B

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3526.

613B

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3527.

650B

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3528.

653C

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3529.

660D

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3530.

682D

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3531.

685B

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3532.

687C

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3533.

691E

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3534.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, math
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3535.

711D

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3536.

717D

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3537.

730J

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Quality: 3,967 global accepts · Rating: 1900 · first AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

3538.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, implementation, math, number theory

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3539.

739B

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3540.

746E

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Quality: 1,902 global accepts · Rating: 1900 · first AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

3541.

757C

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3542.

792D

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3543.

796C

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3544.

803C

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[arvindf232's solution](#)

3545.

808D

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3546.

811C

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[arvindf232's solution](#)

3547.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, number theory, two pointers

[arvindf232's solution](#)

3548.

819B

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Quality: 1,794 global accepts · Rating: 1900 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, math

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3549.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, trees

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3550.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: brute force, dp, hashing, strings

[arvindf232's solution](#)

3551.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation

[arvindf232's solution](#)

3552.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

3553.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: dfs and similar, implementation, math

[arvindf232's solution](#)

3554.

848B

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3555.

894C

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3558.

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961E

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1938C

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331B2

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3562.

1926G

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3563.

1929D

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3564.

1000D

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3565.

1918D

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3566.

965D

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3567.

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3568.

1922D

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3569.

999D

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3570.

1891D

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3571.

1909D

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3572.

1921F

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3573.

1920D

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3574.

1173D

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3575.

1404B

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3576.

1912D

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3577.

1912A

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3578.

1906E

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3579.

1895D

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3580.

865B

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3581.

959D

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3582.

959E

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3583.

1866C

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3584.

1371E1

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3585.

1787D

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3586.

862C

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3587.

1032D

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3588.

1036C

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3589.

1041E

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1043E

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1054D

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1067A

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1055C

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1076E

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1081E

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1092F

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1095E

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3600.

1095F

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3601.

1105D

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3603.

1117C

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1119E

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3605.

1120A

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3606.

1133F2

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3607.

1141F1

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3608.

1141F2

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3609.

1141G

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3610.

1144E

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1147B

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3612.

1153D

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3613.

1157D

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3614.

1172B

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1174D

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3616.

1175D

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1178E

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3618.

1181C

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3619.

1197D

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1205B

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3621.

1821D

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3622.

1819B

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3623.

1817B

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3624.

1801C

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3625.

1799D1

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3626.

1797D

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3627.

1785B

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3628.

1774E

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3629.

1747D

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3630.

1729F

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3631.

1715D

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3632.

1701D

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3633.

1679D

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3634.

1673D

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3635.

1651D

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3636.

1650E

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3637.

1647D

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3638.

1627D

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Quality: 9,368 global accepts · Rating: 1900 · first AC: 2023-05-21 · Kotlin 1.6 (first AC) · Tags: brute force, dp, math, number theory
[arvindf232's solution](#)

3639.

1624G

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3640.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-05-19 · last AC: 2023-05-19 · Kotlin 1.7 (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
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3641.

1600E

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3642.

1585D

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Quality: 4,385 global accepts · Rating: 1900 · first AC: 2023-05-19 · Kotlin 1.6 (first AC) · Tags: data structures, math
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3643.

1569D

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3644.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

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3645.

1547F

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3646.

1527B2

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

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3647.

1512F

[Education](#) · [Tutorial](#)

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3648.

1494C

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Quality: 5,728 global accepts · Rating: 1900 · first AC: 2023-05-17 · Kotlin 1.6 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

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3649.

1490G

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3650.

1029D

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3651.

1015E2

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3652.

1012C

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3653.

1744E2

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3654.

1823D

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3655.

1808C

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3656.

1794D

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3657.

1800F

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3658.

1791G2

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3659.

1777D

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3660.

982D

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3661.

500D

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3662.

1168B

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3663.

9D

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3664.

1216E1

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3665.

1773K

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3666.

1773A

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3667.

949C

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3668.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-11-29 · last AC: 2022-12-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
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3669.

1759G

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3670.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2022-11-07 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory
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3671.

1749D

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3672.

1746D

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3673.

1738D

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3674.

1739D

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Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-29 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
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3675.

1613D

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3676.

1717D

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3677.

1718A2

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3678.

1714F

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Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, trees

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3679.

1704D

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3680.

1707B

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3681.

1702G1

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3682.

1696D

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3683.

1700D

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Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · Kotlin 1.4 (first AC) · Tags: binary search, dp, greedy, math

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3684.

1697D

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3685.

1689D

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Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · Kotlin 1.4 (first AC) · Tags: data structures, dp, geometry, shortest paths
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3686.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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3687.

817D

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3688.

1659D

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3689.

729E

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3690.

1661D

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981D

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3692.

1611E2

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3693.

1060D

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3694.

1492D

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3695.

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3696.

1486C2

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3697.

1463D

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3698.

1439A2

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3699.

1430E

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3700.

1421D

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3701.

1413C

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3702.

1400D

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3703.

1383B

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3704.

1375D

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3705.

1369D

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3706.

1367E

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3707.

1365E

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3708.

1358D

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3709.

1353E

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3710.

1348D

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3711.

1328E

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3712.

1313C2

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3713.

1311F

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3714.

1307D

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3715.

1305D

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3716.

1303D

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3717.

1294E

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3718.

1285D

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3719.

1277D

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3720.

1276B

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Quality: 5,668 global accepts · Rating: 1900 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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3721.

1272E

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3722.

1270D

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3723.

1260D

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3724.

1251D

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3725.

1648C

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Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, implementation

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3726.

1644E

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3727.

1436D

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3728.

1444B

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3729.

1423B

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3730.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2022-02-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

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3731.

1155D

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Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-02-04 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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3732.

1242B

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Quality: 9,245 global accepts · Rating: 1900 · first AC: 2022-02-02 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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3733.

1237C2

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3734.

1245D

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Quality: 9,602 global accepts · Rating: 1900 · first AC: 2022-02-02 · last AC: 2022-02-02 · Kotlin 1.4 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

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3735.

1228D

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Quality: 5,419 global accepts · Rating: 1900 · first AC: 2022-01-31 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

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3736.

1220D

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Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-01-31 · Kotlin 1.4 (first AC) · Tags: bitmasks, math, number theory
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3737.

1214D

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3738.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2022-01-30 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms
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3739.

1208D

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3740.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-01-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, interactive, math
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3741.

1202D

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3742.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2022-01-28 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
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3743.

420C

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Quality: 1,394 global accepts · Rating: 1900 · first AC: 2022-01-26 · Kotlin 1.4 (first AC) · Tags: data structures, graphs, implementation, two pointers
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3744.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[arvindf232's solution](#)

3745.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · Kotlin 1.4 (first AC) · Tags: brute force, dp, math, number theory, two pointers
[arvindf232's solution](#)

3746.

1545B

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3747.

1508A

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3749.

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3751.

1017D

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724D

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722D

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717E

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3758.

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3761.

1467C

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3762.

1471D

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3763.

2178E

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3764.

2179F

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3765.

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3766.

2171G

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3767.

2171E

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3768.

2154C2

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3769.

2146D2

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3770.

2140D

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3771.

2131G

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3772.

2103D

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3773.

2085D

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3774.

2074F

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3775.

2068J

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3776.

2063D

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3777.

2061E

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3778.

2055D

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3779.

2057D

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3780.

2051F

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3781.

2048E

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3782.

2052J

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3783.

2045B

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3784.

2028D

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3785.

1992G

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3786.

1994E

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3787.

2020E

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3788.

2014F

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3789.

1889C1

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3790.

1988D

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3791.

1958F

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3792.

1970E2

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Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: dp, matrices

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3793.

1951E

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3794.

1951D

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Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

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3795.

117C

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3796.

118E

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3797.

126C

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3798.

128C

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3799.

128D

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3800.

131F

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3801.

156C

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3802.

163B

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3803.

164B

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3804.

176C

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3805.

182C

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3806.

195E

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3807.

196B

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3809.

204C

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3810.

213C

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3811.

216E

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3812.

228C

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3813.

235B

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3814.

242E

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3815.

251C

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3816.

258C

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3817.

261C

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3818.

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3819.

291E

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3820.

296B

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3821.

309A

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Quality: 530 global accepts · Rating: 2000 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: binary search, math, two pointers

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3822.

314B

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3823.

314C

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3824.

353D

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3825.

358C

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3826.

359D

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3827.

360B

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3828.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

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3829.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

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3830.

371E

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3831.

374A

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Quality: 3,094 global accepts · Rating: 2000 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

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3832.

374D

[Inna and Sequence](#) · [Tutorial](#)

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3833.

379D

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3834.

380C

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3835.

382B

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3836.

383C

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3837.

388C

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3838.

1943B

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3839.

401D

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Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-03-16 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

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3840.

412D

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Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-03-16 · Kotlin 1.9 (first AC) · Tags: dfs and similar

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3841.

413D

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[arvindf232's solution](#)

3842.

427E

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Quality: 1,611 global accepts · Rating: 2000 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, math, ternary search
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3843.

435D

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Quality: 788 global accepts · Rating: 2000 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy
[arvindf232's solution](#)

3844.

446B

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Quality: 3,856 global accepts · Rating: 2000 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, greedy
[arvindf232's solution](#)

3845.

449B

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Quality: 10,593 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: graphs, greedy, shortest paths
[arvindf232's solution](#)

3846.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: math
[arvindf232's solution](#)

3847.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp
[arvindf232's solution](#)

3848.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, trees
[arvindf232's solution](#)

3849.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: brute force, geometry
[arvindf232's solution](#)

3850.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: brute force, math
[arvindf232's solution](#)

3851.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[arvindf232's solution](#)

3852.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, sortings, trees
[arvindf232's solution](#)

3853.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, math

[arvindf232's solution](#)

3854.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

3855.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, two pointers

[arvindf232's solution](#)

3856.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

3857.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

3858.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

3859.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: dp, greedy, implementation

[arvindf232's solution](#)

3860.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: math, strings

[arvindf232's solution](#)

3861.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: bitmasks, probabilities

[arvindf232's solution](#)

3862.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[arvindf232's solution](#)

3863.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, two pointers

[arvindf232's solution](#)

3864.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

3865.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: *special, data structures
[arvindf232's solution](#)

3866.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math
[arvindf232's solution](#)

3867.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[arvindf232's solution](#)

3868.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, math
[arvindf232's solution](#)

3869.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: graphs, greedy, shortest paths
[arvindf232's solution](#)

3870.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, sortings
[arvindf232's solution](#)

3871.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[arvindf232's solution](#)

3872.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: dp, greedy, sortings
[arvindf232's solution](#)

3873.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2024-03-11 · last AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: ternary search
[arvindf232's solution](#)

3874.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: brute force, dp
[arvindf232's solution](#)

3875.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: dp, hashing, strings

[arvindf232's solution](#)

3876.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

3877.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

3878.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-03-10 · last AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: dp, matrices

[arvindf232's solution](#)

3879.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

3880.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: data structures, dp

[arvindf232's solution](#)

3881.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2024-03-10 · last AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: brute force, dp, hashing, implementation, math

[arvindf232's solution](#)

3882.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

3883.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[arvindf232's solution](#)

3884.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: binary search, greedy

[arvindf232's solution](#)

3885.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[arvindf232's solution](#)

3886.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[arvindf232's solution](#)

3887.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[arvindf232's solution](#)

3888.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

3889.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[arvindf232's solution](#)

3890.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-03-08 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[arvindf232's solution](#)

3891.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2024-03-08 · Kotlin 1.9 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[arvindf232's solution](#)

3892.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[arvindf232's solution](#)

3893.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp

[arvindf232's solution](#)

3894.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: dp, graphs

[arvindf232's solution](#)

3895.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, number theory

[arvindf232's solution](#)

3896.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, trees

[arvindf232's solution](#)

3897.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2024-03-07 · last AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

3898.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[arvindf232's solution](#)

3899.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

3900.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: dp, matrices

[arvindf232's solution](#)

3901.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: dp, trees

[arvindf232's solution](#)

3902.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: brute force, interactive, probabilities

[arvindf232's solution](#)

3903.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, trees

[arvindf232's solution](#)

3904.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, implementation

[arvindf232's solution](#)

3905.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

3906.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, number theory

[arvindf232's solution](#)

3907.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, dp, math

[arvindf232's solution](#)

3908.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[arvindf232's solution](#)

3909.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[arvindf232's solution](#)

3910.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dsu, number theory

[arvindf232's solution](#)

3911.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

3912.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: data structures, graphs, shortest paths

[arvindf232's solution](#)

3913.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy, math

[arvindf232's solution](#)

3914.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, sortings

[arvindf232's solution](#)

3915.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

3916.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

3917.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[arvindf232's solution](#)

3918.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[arvindf232's solution](#)

3919.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, number theory

[arvindf232's solution](#)

3920.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2024-01-17 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, trees

[arvindf232's solution](#)

3921.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · last AC: 2024-01-17 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees

[arvindf232's solution](#)

3922.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, math, two pointers

[arvindf232's solution](#)

3923.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: greedy, interactive, math

[arvindf232's solution](#)

3924.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

3925.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2000 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: data structures, sortings

[arvindf232's solution](#)

3926.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: dp, sortings

[arvindf232's solution](#)

3927.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, interactive, math

[arvindf232's solution](#)

3928.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, math

[arvindf232's solution](#)

3929.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-07 · Kotlin 1.6 (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[arvindf232's solution](#)

3930.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, sortings, two pointers

[arvindf232's solution](#)

3931.

1057C

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

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2023-05-31 · Kotlin 1.6 (first AC) · Tags: *special, dp

[arvindf232's solution](#)

3932.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2023-05-31 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, trees

[arvindf232's solution](#)

3933.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2023-05-31 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation, sortings

[arvindf232's solution](#)

3934.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2023-05-30 · last AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: binary search, dp, greedy

[arvindf232's solution](#)

3935.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: greedy, strings

[arvindf232's solution](#)

3936.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[arvindf232's solution](#)

3937.

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

3938.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[arvindf232's solution](#)

3939.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2023-05-30 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[arvindf232's solution](#)

3940.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2023-05-29 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[arvindf232's solution](#)

3941.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: binary search, interactive, math

[arvindf232's solution](#)

3942.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

3943.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[arvindf232's solution](#)

3944.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

3945.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2023-05-27 · Kotlin 1.6 (first AC) · Tags: games

[arvindf232's solution](#)

3946.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2023-05-27 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[arvindf232's solution](#)

3947.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2023-05-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[arvindf232's solution](#)

3948.

1185E

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1190D

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3950.

1198C

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3951.

1210C

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3952.

1827B1

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1804D

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3954.

1772F

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3955.

1753C

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3956.

1744F

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3957.

1716D

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3958.

1716C

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3959.

1712D

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3960.

1690G

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3961.

1685B

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3962.

1674E

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3963.

1665D

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3964.

1646D

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3965.

1638D

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3966.

1632D

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1624F

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3968.

1624E

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3969.

1620D

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3970.

1619G

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3971.

1619F

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3972.

1618F

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3973.

1613E

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3974.

1612E

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3975.

1599C

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3976.

1584D

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3977.

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3978.

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3979.

1567D

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3980.

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3981.

1536D

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3982.

1525C

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3985.

1513D

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3986.

1493C

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3987.

1029F

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3988.

1796D

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1783D

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3991.

1770D

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1731E

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3997.

1733D2

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1142B

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3999.

1622D

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1725C

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1718B

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1696E

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1680E

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1674G

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1454E

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1427D

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1426F

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1416B

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4014.

1391D

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1388D

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1385E

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1380D

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1370D

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1366D

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1349B

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1346F

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1304E

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4031.

1301D

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4032.

1296E2

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4033.

1294F

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4034.

1288D

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1280C

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1266D

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4038.

1257E

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4039.

1256F

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4040.

1256E

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4041.

1250N

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4042.

1244E

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4043.

1244C

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1641B

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1558C

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1506G

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2170E

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4112.

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1005F

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2159B

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2152E

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2149G

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2150C

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2141E

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2132F

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[arvindf232's solution](#)

4136.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, two pointers
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4137.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

4138.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, dsu, graphs
[arvindf232's solution](#)

4139.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
[arvindf232's solution](#)

4140.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs
[arvindf232's solution](#)

4141.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
[arvindf232's solution](#)

4142.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · Kotlin 1.9 (first AC) · Tags: data structures
[arvindf232's solution](#)

4143.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[arvindf232's solution](#)

4144.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[arvindf232's solution](#)

4145.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · last AC: 2024-09-14 · Kotlin 1.9 (first AC) · Tags: dp, games, greedy, implementation

[arvindf232's solution](#)

4146.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[arvindf232's solution](#)

4147.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2024-09-06 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

4148.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: flows, graph matchings, number theory

[arvindf232's solution](#)

4149.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[arvindf232's solution](#)

4150.

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[arvindf232's solution](#)

4151.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy, math, number theory

[arvindf232's solution](#)

4152.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2024-08-28 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

4153.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2024-08-23 · Kotlin 1.9 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[arvindf232's solution](#)

4154.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: binary search, hashing, strings, two pointers

[arvindf232's solution](#)

4155.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[arvindf232's solution](#)

4156.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · Kotlin 1.9 (first AC) · Tags: brute force, games, math, number theory

[arvindf232's solution](#)

4157.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: dp, matrices

[arvindf232's solution](#)

4158.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[arvindf232's solution](#)

4159.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · Kotlin 1.9 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[arvindf232's solution](#)

4160.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

4161.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[arvindf232's solution](#)

4162.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2024-03-21 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

4163.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-03-21 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, trees

[arvindf232's solution](#)

4164.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2024-03-20 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[arvindf232's solution](#)

4165.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2024-03-20 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

4166.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2024-03-20 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

[arvindf232's solution](#)

4167.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2024-03-20 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, number theory

[arvindf232's solution](#)

4168.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2024-03-20 · Kotlin 1.9 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

4169.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2024-03-20 · Kotlin 1.9 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

4170.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2024-03-20 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

4171.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2024-03-20 · Kotlin 1.7 (first AC) · Tags: data structures

[arvindf232's solution](#)

4172.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: dp, greedy, two pointers

[arvindf232's solution](#)

4173.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

4174.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

4175.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, greedy

[arvindf232's solution](#)

4176.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[arvindf232's solution](#)

4177.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

4178.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: math, probabilities, sortings

[arvindf232's solution](#)

4179.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[arvindf232's solution](#)

4180.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2024-03-19 · Kotlin 1.9 (first AC) · Tags: data structures, graphs, trees

[arvindf232's solution](#)

4181.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: dp, games

[arvindf232's solution](#)

4182.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

4183.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

4184.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[arvindf232's solution](#)

4185.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: binary search, graphs, shortest paths

[arvindf232's solution](#)

4186.

313D

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Quality: 1,691 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

4187.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: dp, geometry

[arvindf232's solution](#)

4188.

321C

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Quality: 9,390 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[arvindf232's solution](#)

4189.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[arvindf232's solution](#)

4190.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, number theory

[arvindf232's solution](#)

4191.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2024-03-18 · Kotlin 1.9 (first AC) · Tags: dfs and similar, number theory, trees

[arvindf232's solution](#)

4192.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: brute force, dp, number theory

[arvindf232's solution](#)

4193.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[arvindf232's solution](#)

4194.

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[arvindf232's solution](#)

4195.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-03-17 · last AC: 2024-03-17 · Kotlin 1.9 (first AC) · Tags: data structures, dp, math

[arvindf232's solution](#)

4196.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2024-03-16 · Kotlin 1.7 (first AC) · Tags: binary search, bitmasks, data structures
[arvindf232's solution](#)

4197.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: combinatorics, divide and conquer
[arvindf232's solution](#)

4198.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-03-15 · last AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math
[arvindf232's solution](#)

4199.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[arvindf232's solution](#)

4200.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

4201.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, probabilities
[arvindf232's solution](#)

4202.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[arvindf232's solution](#)

4203.

457C

[Elections](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2100 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: brute force
[arvindf232's solution](#)

4204.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, math, number theory, trees
[arvindf232's solution](#)

4205.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

4206.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

4207.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[arvindf232's solution](#)

4208.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: data structures, math, number theory

[arvindf232's solution](#)

4209.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2024-03-13 · last AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: binary search, math, sortings, two pointers

[arvindf232's solution](#)

4210.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, math, trees

[arvindf232's solution](#)

4211.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

4212.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[arvindf232's solution](#)

4213.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2024-03-13 · last AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: games, greedy, implementation

[arvindf232's solution](#)

4214.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2024-03-13 · last AC: 2024-03-13 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[arvindf232's solution](#)

4215.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[arvindf232's solution](#)

4216.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

4217.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[arvindf232's solution](#)

4218.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: flows, graphs, math

[arvindf232's solution](#)

4219.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: binary search, math

[arvindf232's solution](#)

4220.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2024-03-12 · last AC: 2024-03-12 · Kotlin 1.9 (first AC) · Tags: combinatorics, implementation, math

[arvindf232's solution](#)

4221.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[arvindf232's solution](#)

4222.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[arvindf232's solution](#)

4223.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: data structures, math

[arvindf232's solution](#)

4224.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[arvindf232's solution](#)

4225.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2024-03-11 · Kotlin 1.9 (first AC) · Tags: binary search, implementation, math

[arvindf232's solution](#)

4226.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2024-03-10 · last AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, trees

[arvindf232's solution](#)

4227.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory
[arvindf232's solution](#)

4228.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, strings, trees
[arvindf232's solution](#)

4229.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[arvindf232's solution](#)

4230.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: binary search, data structures
[arvindf232's solution](#)

4231.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2024-03-10 · Kotlin 1.9 (first AC) · Tags: data structures
[arvindf232's solution](#)

4232.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2024-03-09 · last AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

4233.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy
[arvindf232's solution](#)

4234.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2024-03-09 · last AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, two pointers
[arvindf232's solution](#)

4235.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, sortings
[arvindf232's solution](#)

4236.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-03-08 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, geometry
[arvindf232's solution](#)

4237.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2024-03-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, data

structures, dfs and similar, dp, math, trees

[arvindf232's solution](#)

4238.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2024-03-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, games

[arvindf232's solution](#)

4239.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-03-08 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, trees

[arvindf232's solution](#)

4240.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

4241.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[arvindf232's solution](#)

4242.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[arvindf232's solution](#)

4243.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,188 global accepts · Rating: 2100 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[arvindf232's solution](#)

4244.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar

[arvindf232's solution](#)

4245.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: brute force, dp, meet-in-the-middle

[arvindf232's solution](#)

4246.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2024-03-07 · last AC: 2024-03-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[arvindf232's solution](#)

4247.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: binary search, math, ternary search

[arvindf232's solution](#)

4248.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: data structures, strings
[arvindf232's solution](#)

4249.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: dp, math
[arvindf232's solution](#)

4250.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: binary search, implementation, math
[arvindf232's solution](#)

4251.

838B

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

Quality: 1,075 global accepts · Rating: 2100 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, trees
[arvindf232's solution](#)

4252.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2024-03-06 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs
[arvindf232's solution](#)

4253.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2024-03-06 · Kotlin 1.7 (first AC) · Tags: implementation, number theory
[arvindf232's solution](#)

4254.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: binary search, flows, graph matchings, shortest paths
[arvindf232's solution](#)

4255.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

4256.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-03-05 · last AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: data structures
[arvindf232's solution](#)

4257.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: dp, probabilities, trees
[arvindf232's solution](#)

4258.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[arvindf232's solution](#)

4259.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

4260.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: dp, graphs

[arvindf232's solution](#)

4261.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.7 (first AC) · Tags: combinatorics, math, strings

[arvindf232's solution](#)

4262.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: data structures, strings

[arvindf232's solution](#)

4263.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: data structures, dp, strings

[arvindf232's solution](#)

4264.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, implementation

[arvindf232's solution](#)

4265.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[arvindf232's solution](#)

4266.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: chinese remainder theorem, math, number theory

[arvindf232's solution](#)

4267.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[arvindf232's solution](#)

4268.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, games, graphs

[arvindf232's solution](#)

4269.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: binary search, math, number theory
[arvindf232's solution](#)

4270.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, trees
[arvindf232's solution](#)

4271.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: data structures, dp, graphs
[arvindf232's solution](#)

4272.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

4273.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, math
[arvindf232's solution](#)

4274.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[arvindf232's solution](#)

4275.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

4276.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2024-03-04 · last AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: brute force, greedy
[arvindf232's solution](#)

4277.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2024-03-04 · Kotlin 1.9 (first AC) · Tags: dp, math, number theory
[arvindf232's solution](#)

4278.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math
[arvindf232's solution](#)

4279.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, geometry
[arvindf232's solution](#)

4280.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2024-03-03 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation
[arvindf232's solution](#)

4281.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · Kotlin 1.9 (first AC) · Tags: —
[arvindf232's solution](#)

4282.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[arvindf232's solution](#)

4283.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[arvindf232's solution](#)

4284.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[arvindf232's solution](#)

4285.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · last AC: 2024-01-17 · Kotlin 1.6 (first AC) · Tags: data structures, divide and conquer, dp, trees
[arvindf232's solution](#)

4286.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-16 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[arvindf232's solution](#)

4287.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

4288.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
[arvindf232's solution](#)

4289.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, divide and conquer, math
[arvindf232's solution](#)

4290.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: dp, greedy, two pointers
[arvindf232's solution](#)

4291.

1910E

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

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, dp
[arvindf232's solution](#)

4292.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp
[arvindf232's solution](#)

4293.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: data structures, sortings
[arvindf232's solution](#)

4294.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: data structures, sortings
[arvindf232's solution](#)

4295.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, math
[arvindf232's solution](#)

4296.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[arvindf232's solution](#)

4297.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, sortings
[arvindf232's solution](#)

4298.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, flows, greedy
[arvindf232's solution](#)

4299.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · Kotlin 1.6 (first AC) · Tags: combinatorics
[arvindf232's solution](#)

4300.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · Kotlin 1.6 (first AC) · Tags: divide and conquer, interactive
[arvindf232's solution](#)

4301.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[arvindf232's solution](#)

4302.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, math

[arvindf232's solution](#)

4303.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: *special, dp, greedy, trees

[arvindf232's solution](#)

4304.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[arvindf232's solution](#)

4305.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: brute force, dp, games, greedy

[arvindf232's solution](#)

4306.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[arvindf232's solution](#)

4307.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[arvindf232's solution](#)

4308.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, sortings

[arvindf232's solution](#)

4309.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[arvindf232's solution](#)

4310.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-06-11 · last AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[arvindf232's solution](#)

4311.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2023-06-10 · last AC: 2023-06-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[arvindf232's solution](#)

4312.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2023-06-09 · Kotlin 1.6 (first AC) · Tags: binary search, implementation, interactive, math

[arvindf232's solution](#)

4313.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2023-06-08 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[arvindf232's solution](#)

4314.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: dfs and similar, math, number theory

[arvindf232's solution](#)

4315.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2023-06-05 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[arvindf232's solution](#)

4316.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2023-06-05 · Kotlin 1.6 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

4317.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, strings

[arvindf232's solution](#)

4318.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · last AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: data structures, dp, sortings

[arvindf232's solution](#)

4319.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2023-06-02 · last AC: 2023-06-02 · Kotlin 1.6 (first AC) · Tags: dp, geometry

[arvindf232's solution](#)

4320.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-06-01 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[arvindf232's solution](#)

4321.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, implementation, math
[arvindf232's solution](#)

4322.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, two pointers

[arvindf232's solution](#)

4323.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2023-03-10 · Kotlin 1.6 (first AC) · Tags: data structures, divide and conquer, dp, sortings

[arvindf232's solution](#)

4324.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-02-01 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math, probabilities

[arvindf232's solution](#)

4325.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · Kotlin 1.7 (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[arvindf232's solution](#)

4326.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · Kotlin 1.6 (first AC) · Tags: greedy, implementation

[arvindf232's solution](#)

4327.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: data structures, dp

[arvindf232's solution](#)

4328.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, strings

[arvindf232's solution](#)

4329.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[arvindf232's solution](#)

4330.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

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4331.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, interactive, number theory

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4332.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-12-05 · last AC: 2022-12-05 · Kotlin 1.7 (first AC) · Tags: data structures, dfs and similar, graphs, trees

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4333.

1761D

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Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · Kotlin 1.6 (first AC) · Tags: combinatorics, math

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4334.

1748D

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Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · Kotlin 1.6 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

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4335.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-10-06 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

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4336.

1725F

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Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

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4337.

1606E

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Quality: 4,184 global accepts · Rating: 2100 · first AC: 2022-07-30 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math

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4338.

1605D

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Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-07-30 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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4339.

1598E

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Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-07-29 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

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4340.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-07-29 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

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4341.

1538G

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Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-07-26 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, math, ternary search

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4342.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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4343.

1667B

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Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-28 · Kotlin 1.4 (first AC) · Tags: data structures, dp

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4344.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · Kotlin 1.4 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

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4345.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

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4346.

1660F2

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Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · Kotlin 1.5 (first AC) · Tags: data structures, implementation, math, strings

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4347.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, implementation

[arvindf232's solution](#)

4348.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, games, math

[arvindf232's solution](#)

4349.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2021-11-29 · last AC: 2021-11-29 · Kotlin 1.4 (first AC) · Tags: data structures, math, matrices

[arvindf232's solution](#)

4350.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2021-11-27 · Kotlin 1.4 (first AC) · Tags: data structures

[arvindf232's solution](#)

4351.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2021-11-27 · Kotlin 1.4 (first AC) · Tags: data structures

[arvindf232's solution](#)

4352.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-11-08 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

4353.

1265E

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Quality: 4,521 global accepts · Rating: 2100 · first AC: 2021-11-04 · Kotlin 1.4 (first AC) · Tags: data structures, dp, math, probabilities

[arvindf232's solution](#)

4354.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2021-10-04 · Kotlin 1.5 (first AC) · Tags: greedy

[arvindf232's solution](#)

4355.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2021-10-04 · Kotlin 1.5 (first AC) · Tags: binary search, dp, greedy, implementation

[arvindf232's solution](#)

4356.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-08-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, strings

[arvindf232's solution](#)

4357.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-16 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[arvindf232's solution](#)

4358.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy

[arvindf232's solution](#)

4359.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-03-16 · Kotlin 1.4 (first AC) · Tags: binary search, interactive, probabilities

[arvindf232's solution](#)

4360.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2021-03-14 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, matrices

[arvindf232's solution](#)

4361.

746G

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Quality: 1,641 global accepts · Rating: 2100 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, trees

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4362.

734E

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4363.

703C

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Quality: 1,972 global accepts · Rating: 2100 · first AC: 2021-02-14 · Kotlin 1.4 (first AC) · Tags: geometry, implementation
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4364.

702E

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Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-02-14 · Kotlin 1.4 (first AC) · Tags: data structures, graphs
[arvindf232's solution](#)

4365.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-01-13 · Kotlin 1.4 (first AC) · Tags: data structures, implementation
[arvindf232's solution](#)

4366.

1420C2

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4367.

1472G

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Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-04 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[arvindf232's solution](#)

4368.

1472F

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Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · Kotlin 1.4 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[arvindf232's solution](#)

4369.

1425E

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Quality: 1,013 global accepts · Rating: 2200 · first AC: 2026-04-30 · Kotlin 2.2 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

4370.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: combinatorics, math, trees
[arvindf232's solution](#)

4371.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · Kotlin 1.7 (first AC) · Tags: bitmasks, data structures, dp, implementation, math
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4372.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · Kotlin 2.2 (first AC) · Tags: brute force, interactive, math
[arvindf232's solution](#)

4373.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2023-06-11 · last AC: 2025-11-29 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[arvindf232's solution](#)

4374.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2025-11-28 · Kotlin 2.2 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

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4375.

1333F

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Quality: 4,573 global accepts · Rating: 2200 · first AC: 2025-11-28 · Kotlin 2.2 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[arvindf232's solution](#)

4376.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-03-02 · last AC: 2025-11-28 · Kotlin 1.5 (first AC) · Tags: greedy

[arvindf232's solution](#)

4377.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2025-11-28 · Kotlin 2.2 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[arvindf232's solution](#)

4378.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2023-06-11 · last AC: 2025-11-28 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, trees

[arvindf232's solution](#)

4379.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-03-10 · last AC: 2025-11-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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4380.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-11-06 · last AC: 2025-11-28 · Kotlin 1.4 (first AC) · Tags: dp, strings

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4381.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-11-28 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

4382.

1295E

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Quality: 2,772 global accepts · Rating: 2200 · first AC: 2021-11-30 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer

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4383.

1272F

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4384.

1249F

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Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-11-02 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: dp, trees
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4385.

1238F

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Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-11-01 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, trees
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4386.

1238E

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Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-11-01 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp
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4387.

1234F

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Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-11-27 · Kotlin 2.2 (first AC) · Tags: bitmasks, dp
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4388.

1231E

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4389.

1227E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2023-06-09 · last AC: 2025-11-27 · Kotlin 1.6 (first AC) · Tags: binary search, graphs, shortest paths
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4390.

1225E

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Quality: 2,086 global accepts · Rating: 2200 · first AC: 2021-10-16 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: binary search, dp
[arvindf232's solution](#)

4391.

1216E2

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Quality: 1,652 global accepts · Rating: 2200 · first AC: 2025-11-26 · Kotlin 2.2 (first AC) · Tags: binary search, math
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4392.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-10-05 · last AC: 2025-11-26 · Kotlin 1.5 (first AC) · Tags: bitmasks, dp
[arvindf232's solution](#)

4393.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-11-26 · last AC: 2025-11-26 · Kotlin 1.4 (first AC) · Tags: data structures, implementation
[arvindf232's solution](#)

4394.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2023-06-09 · last AC: 2025-11-25 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

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4395.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2023-06-08 · last AC: 2025-11-25 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[arvindf232's solution](#)

4396.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-06-08 · last AC: 2025-11-25 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[arvindf232's solution](#)

4397.

1175E

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Quality: 4,539 global accepts · Rating: 2200 · first AC: 2023-06-08 · last AC: 2025-11-25 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

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4398.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2023-06-08 · last AC: 2025-11-24 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, greedy, math

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4399.

1158B

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Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2025-11-24 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, strings

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4400.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2025-11-21 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms

[arvindf232's solution](#)

4401.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2025-11-20 · Kotlin 1.6 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

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4402.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2025-11-20 · Kotlin 1.6 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

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4403.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2025-11-20 · Kotlin 1.7 (first AC) · Tags: brute force, interactive, math

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4404.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-01-18 · last AC: 2025-11-20 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math, number theory

[arvindf232's solution](#)

4405.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2025-11-20 · Kotlin 2.2 (first AC) · Tags: binary search, brute force, interactive

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4406.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2025-11-20 · Kotlin 1.6 (first AC) · Tags: combinatorics, divide and conquer, dp

[arvindf232's solution](#)

4407.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

4408.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[arvindf232's solution](#)

4409.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, sortings

[arvindf232's solution](#)

4410.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: binary search, interactive, number theory, probabilities

[arvindf232's solution](#)

4411.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

4412.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[arvindf232's solution](#)

4413.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: binary search, dfs and similar, graphs

[arvindf232's solution](#)

4414.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

4415.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math

[arvindf232's solution](#)

4416.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2021-03-16 · last AC: 2025-11-17 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[arvindf232's solution](#)

4417.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-06-02 · last AC: 2025-11-17 · Kotlin 1.6 (first AC) · Tags: graphs

[arvindf232's solution](#)

4418.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2023-06-01 · last AC: 2025-11-16 · Kotlin 1.6 (first AC) · Tags: dp, hashing, strings

[arvindf232's solution](#)

4419.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,618 global accepts · Rating: 2200 · first AC: 2025-10-24 · Kotlin 2.2 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[arvindf232's solution](#)

4420.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, math, probabilities, trees

[arvindf232's solution](#)

4421.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: games, greedy, math

[arvindf232's solution](#)

4422.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[arvindf232's solution](#)

4423.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, dp
[arvindf232's solution](#)

4424.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[arvindf232's solution](#)

4425.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-08-09 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[arvindf232's solution](#)

4426.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-08-09 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[arvindf232's solution](#)

4427.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[arvindf232's solution](#)

4428.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, implementation, interactive
[arvindf232's solution](#)

4429.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · Kotlin 1.9 (first AC) · Tags: dp, games, math, probabilities
[arvindf232's solution](#)

4430.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math, number theory
[arvindf232's solution](#)

4431.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices
[arvindf232's solution](#)

4432.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, number theory
[arvindf232's solution](#)

4433.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[arvindf232's solution](#)

4434.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · Kotlin 1.9 (first AC) · Tags: graphs, math, shortest paths

[arvindf232's solution](#)

4435.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[arvindf232's solution](#)

4436.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, implementation, math

[arvindf232's solution](#)

4437.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[arvindf232's solution](#)

4438.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[arvindf232's solution](#)

4439.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

4440.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[arvindf232's solution](#)

4441.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-09-25 · Kotlin 1.7 (first AC) · Tags: combinatorics, dfs and similar, dp

[arvindf232's solution](#)

4442.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2200 · first AC: 2024-09-21 · last AC: 2024-09-22 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, greedy, implementation

[arvindf232's solution](#)

4443.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, math, number theory
[arvindf232's solution](#)

4444.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

4445.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2024-09-09 · last AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math
[arvindf232's solution](#)

4446.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[arvindf232's solution](#)

4447.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: binary search, data structures
[arvindf232's solution](#)

4448.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, games
[arvindf232's solution](#)

4449.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, implementation, trees
[arvindf232's solution](#)

4450.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: binary search, data structures
[arvindf232's solution](#)

4451.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-09-09 · last AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: graphs, math
[arvindf232's solution](#)

4452.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-09-08 · last AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: dfs and similar, geometry, trees
[arvindf232's solution](#)

4453.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2024-09-08 · last AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: data structures, divide and

conquer

[arvindf232's solution](#)

4454.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

4455.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, greedy

[arvindf232's solution](#)

4456.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: dp, string suffix structures, strings

[arvindf232's solution](#)

4457.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, geometry

[arvindf232's solution](#)

4458.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, ternary search

[arvindf232's solution](#)

4459.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[arvindf232's solution](#)

4460.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[arvindf232's solution](#)

4461.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: data structures, implementation

[arvindf232's solution](#)

4462.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

4463.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy, hashing, math

[arvindf232's solution](#)

4464.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: dfs and similar

[arvindf232's solution](#)

4465.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: dp, implementation

[arvindf232's solution](#)

4466.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

4467.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

4468.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: dp, matrices

[arvindf232's solution](#)

4469.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, math, ternary search

[arvindf232's solution](#)

4470.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, number theory

[arvindf232's solution](#)

4471.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: hashing, string suffix structures, strings

[arvindf232's solution](#)

4472.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, math, trees

[arvindf232's solution](#)

4473.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, math, sortings

[arvindf232's solution](#)

4474.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, math

[arvindf232's solution](#)

4475.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: games

[arvindf232's solution](#)

4476.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, sortings

[arvindf232's solution](#)

4477.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arvindf232's solution](#)

4478.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: binary search, greedy

[arvindf232's solution](#)

4479.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp

[arvindf232's solution](#)

4480.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-09-03 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs

[arvindf232's solution](#)

4481.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2024-09-02 · last AC: 2024-09-02 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

4482.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-09-02 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[arvindf232's solution](#)

4483.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2024-08-28 · Kotlin 1.9 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

4484.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2024-08-26 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

4485.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-08-24 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[arvindf232's solution](#)

4486.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-08-24 · Kotlin 1.7 (first AC) · Tags: implementation, math, number theory
[arvindf232's solution](#)

4487.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-08-24 · Kotlin 1.9 (first AC) · Tags: data structures
[arvindf232's solution](#)

4488.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2024-08-24 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[arvindf232's solution](#)

4489.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2024-08-24 · Kotlin 1.9 (first AC) · Tags: dfs and similar, greedy, sortings, trees
[arvindf232's solution](#)

4490.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2024-08-24 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, greedy
[arvindf232's solution](#)

4491.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2024-08-24 · last AC: 2024-08-24 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

4492.

639C

[Bear and Polynomials](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2024-08-23 · Kotlin 1.9 (first AC) · Tags: hashing, implementation, math
[arvindf232's solution](#)

4493.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2024-08-22 · last AC: 2024-08-22 · Kotlin 1.9 (first AC) · Tags: dp, greedy, strings
[arvindf232's solution](#)

4494.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2024-08-22 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[arvindf232's solution](#)

4495.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2024-08-22 · Kotlin 1.9 (first AC) · Tags: binary search, flows, graphs
[arvindf232's solution](#)

4496.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2024-08-21 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs
[arvindf232's solution](#)

4497.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-08-20 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, math, probabilities
[arvindf232's solution](#)

4498.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2024-08-20 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy
[arvindf232's solution](#)

4499.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-08-20 · Kotlin 1.9 (first AC) · Tags: brute force, dp, number theory
[arvindf232's solution](#)

4500.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2024-08-20 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

4501.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2024-08-19 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, interactive
[arvindf232's solution](#)

4502.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2024-08-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[arvindf232's solution](#)

4503.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2024-08-17 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, brute force, dp
[arvindf232's solution](#)

4504.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2024-08-17 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, two pointers
[arvindf232's solution](#)

4505.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2024-08-17 · Kotlin 1.9 (first AC) · Tags: data structures
[arvindf232's solution](#)

4506.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
[arvindf232's solution](#)

4507.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: dp, math, probabilities

[arvindf232's solution](#)

4508.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[arvindf232's solution](#)

4509.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[arvindf232's solution](#)

4510.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: brute force, data structures

[arvindf232's solution](#)

4511.

813E

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Quality: 3,114 global accepts · Rating: 2200 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

4512.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

4513.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[arvindf232's solution](#)

4514.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: flows

[arvindf232's solution](#)

4515.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[arvindf232's solution](#)

4516.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[arvindf232's solution](#)

4517.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, implementation

[arvindf232's solution](#)

4518.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[arvindf232's solution](#)

4519.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy

[arvindf232's solution](#)

4520.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[arvindf232's solution](#)

4521.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

4522.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: dp, matrices

[arvindf232's solution](#)

4523.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-02 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[arvindf232's solution](#)

4524.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2024-04-16 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

4525.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[arvindf232's solution](#)

4526.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: data structures, math

[arvindf232's solution](#)

4527.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: brute force, hashing, implementation, strings

[arvindf232's solution](#)

4528.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp
[arvindf232's solution](#)

4529.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, math
[arvindf232's solution](#)

4530.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: dp, math, probabilities
[arvindf232's solution](#)

4531.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[arvindf232's solution](#)

4532.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

4533.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

4534.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

4535.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: fft, math
[arvindf232's solution](#)

4536.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy, strings, trees
[arvindf232's solution](#)

4537.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
[arvindf232's solution](#)

4538.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2024-04-09 · last AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: data structures, greedy,

trees

[arvindf232's solution](#)

4539.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-04-09 · last AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[arvindf232's solution](#)

4540.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-03-28 · last AC: 2024-04-05 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[arvindf232's solution](#)

4541.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-04-02 · last AC: 2024-04-02 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[arvindf232's solution](#)

4542.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[arvindf232's solution](#)

4543.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[arvindf232's solution](#)

4544.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: data structures, dp, graphs

[arvindf232's solution](#)

4545.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

4546.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-03-29 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[arvindf232's solution](#)

4547.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2024-03-29 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[arvindf232's solution](#)

4548.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2024-03-29 · last AC: 2024-03-29 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy
[arvindf232's solution](#)

4549.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2024-03-29 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

4550.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[arvindf232's solution](#)

4551.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[arvindf232's solution](#)

4552.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-03-27 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

4553.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
[arvindf232's solution](#)

4554.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[arvindf232's solution](#)

4555.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
[arvindf232's solution](#)

4556.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-03-27 · last AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[arvindf232's solution](#)

4557.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: dp, strings
[arvindf232's solution](#)

4558.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-03-27 · Kotlin 1.7 (first AC) · Tags: dp

[arvindf232's solution](#)

4559.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: greedy, sortings, two pointers

[arvindf232's solution](#)

4560.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-03-27 · last AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, greedy, sortings

[arvindf232's solution](#)

4561.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[arvindf232's solution](#)

4562.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[arvindf232's solution](#)

4563.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[arvindf232's solution](#)

4564.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[arvindf232's solution](#)

4565.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[arvindf232's solution](#)

4566.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

4567.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2024-03-25 · Kotlin 1.7 (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[arvindf232's solution](#)

4568.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

4569.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp

[arvindf232's solution](#)

4570.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[arvindf232's solution](#)

4571.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[arvindf232's solution](#)

4572.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, math, number theory

[arvindf232's solution](#)

4573.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-03-24 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, math, ternary search

[arvindf232's solution](#)

4574.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[arvindf232's solution](#)

4575.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

4576.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: greedy, sortings, trees

[arvindf232's solution](#)

4577.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[arvindf232's solution](#)

4578.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[arvindf232's solution](#)

4579.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, number theory

[arvindf232's solution](#)

4580.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

4581.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[arvindf232's solution](#)

4582.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[arvindf232's solution](#)

4583.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · last AC: 2024-01-16 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[arvindf232's solution](#)

4584.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, math

[arvindf232's solution](#)

4585.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-12-10 · last AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: dp, greedy, sortings, two pointers

[arvindf232's solution](#)

4586.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, greedy

[arvindf232's solution](#)

4587.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[arvindf232's solution](#)

4588.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[arvindf232's solution](#)

4589.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

4590.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, math, two pointers

[arvindf232's solution](#)

4591.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, greedy

[arvindf232's solution](#)

4592.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, sortings, two pointers

[arvindf232's solution](#)

4593.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, hashing

[arvindf232's solution](#)

4594.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, sortings

[arvindf232's solution](#)

4595.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: brute force

[arvindf232's solution](#)

4596.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: number theory

[arvindf232's solution](#)

4597.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms

[arvindf232's solution](#)

4598.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2023-10-13 · Kotlin 1.6 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[arvindf232's solution](#)

4599.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-10-13 · Kotlin 1.6 (first AC) · Tags: hashing, strings

[arvindf232's solution](#)

4600.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: greedy, hashing, string suffix structures

[arvindf232's solution](#)

4601.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: dp, sortings

[arvindf232's solution](#)

4602.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: bitmasks, dp, graphs

[arvindf232's solution](#)

4603.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, interactive

[arvindf232's solution](#)

4604.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math

[arvindf232's solution](#)

4605.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2023-06-12 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

4606.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[arvindf232's solution](#)

4607.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

4608.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-06-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, trees

[arvindf232's solution](#)

4609.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-06-09 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[arvindf232's solution](#)

4610.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2023-06-08 · Kotlin 1.6 (first AC) · Tags: bitmasks, dp

[arvindf232's solution](#)

4611.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, dp, graphs

[arvindf232's solution](#)

4612.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[arvindf232's solution](#)

4613.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

4614.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: dp, implementation, strings

[arvindf232's solution](#)

4615.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-06-05 · Kotlin 1.6 (first AC) · Tags: dp, math, number theory, probabilities

[arvindf232's solution](#)

4616.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2023-06-04 · last AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: dp, graphs, number theory, shortest paths

[arvindf232's solution](#)

4617.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2023-06-04 · last AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, shortest paths

[arvindf232's solution](#)

4618.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: binary search, geometry, ternary search

[arvindf232's solution](#)

4619.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-06-03 · Kotlin 1.6 (first AC) · Tags: data structures

[arvindf232's solution](#)

4620.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2023-06-03 · Kotlin 1.6 (first AC) · Tags: math, probabilities, trees

[arvindf232's solution](#)

4621.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2023-06-01 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[arvindf232's solution](#)

4622.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · Kotlin 1.6 (first AC) · Tags: combinatorics, trees

[arvindf232's solution](#)

4623.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, dp

[arvindf232's solution](#)

4624.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[arvindf232's solution](#)

4625.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · Kotlin 1.6 (first AC) · Tags: dfs and similar, hashing, implementation, trees

[arvindf232's solution](#)

4626.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, greedy, math

[arvindf232's solution](#)

4627.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · Kotlin 1.6 (first AC) · Tags: binary search, dfs and similar, graphs, trees

[arvindf232's solution](#)

4628.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · Kotlin 1.6 (first AC) · Tags: dp, graphs, math, number theory

[arvindf232's solution](#)

4629.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[arvindf232's solution](#)

4630.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-12-17 · last AC: 2022-12-17 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, implementation

[arvindf232's solution](#)

4631.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[arvindf232's solution](#)

4632.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[arvindf232's solution](#)

4633.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-12-16 · last AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[arvindf232's solution](#)

4634.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: implementation, math

[arvindf232's solution](#)

4635.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · Kotlin 1.6 (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[arvindf232's solution](#)

4636.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: dp, geometry, probabilities

[arvindf232's solution](#)

4637.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: binary search, graphs, greedy, implementation

[arvindf232's solution](#)

4638.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[arvindf232's solution](#)

4639.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[arvindf232's solution](#)

4640.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, strings, two pointers

[arvindf232's solution](#)

4641.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

4642.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[arvindf232's solution](#)

4643.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation

[arvindf232's solution](#)

4644.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: brute force, dp, math, number theory

[arvindf232's solution](#)

4645.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-07-29 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[arvindf232's solution](#)

4646.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-07-28 · Kotlin 1.6 (first AC) · Tags: data structures, divide and conquer, math

[arvindf232's solution](#)

4647.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-07-28 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, fft, math, number theory

[arvindf232's solution](#)

4648.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2022-07-28 · last AC: 2022-07-28 · Kotlin 1.6 (first AC) · Tags: data structures, dp, greedy

[arvindf232's solution](#)

4649.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2022-07-27 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[arvindf232's solution](#)

4650.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-07-26 · last AC: 2022-07-26 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[arvindf232's solution](#)

4651.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-07-26 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[arvindf232's solution](#)

4652.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-07-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[arvindf232's solution](#)

4653.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-07-26 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[arvindf232's solution](#)

4654.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[arvindf232's solution](#)

4655.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[arvindf232's solution](#)

4656.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · Kotlin 1.5 (first AC) · Tags: combinatorics, dp, implementation

[arvindf232's solution](#)

4657.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, graph matchings, math

[arvindf232's solution](#)

4658.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2022-02-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[arvindf232's solution](#)

4659.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2022-02-25 · Kotlin 1.4 (first AC) · Tags: greedy, two pointers

[arvindf232's solution](#)

4660.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[arvindf232's solution](#)

4661.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, strings

[arvindf232's solution](#)

4662.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · Kotlin 1.4 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[arvindf232's solution](#)

4663.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-11-08 · last AC: 2021-11-08 · Kotlin 1.4 (first AC) · Tags: brute force, dp

[arvindf232's solution](#)

4664.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-11-04 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, sortings

[arvindf232's solution](#)

4665.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-11-01 · Kotlin 1.4 (first AC) · Tags: dp

[arvindf232's solution](#)

4666.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[arvindf232's solution](#)

4667.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy

[arvindf232's solution](#)

4668.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-10 · last AC: 2021-08-10 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, sortings

[arvindf232's solution](#)

4669.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[arvindf232's solution](#)

4670.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[arvindf232's solution](#)

4671.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-02-17 · Kotlin 1.4 (first AC) · Tags: dp, games

[arvindf232's solution](#)

4672.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2200 · first AC: 2021-02-17 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, sortings
[arvindf232's solution](#)

4673.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2021-02-17 · Kotlin 1.4 (first AC) · Tags: greedy, implementation
[arvindf232's solution](#)

4674.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2021-02-14 · Kotlin 1.4 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[arvindf232's solution](#)

4675.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, math, number theory
[arvindf232's solution](#)

4676.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, math
[arvindf232's solution](#)

4677.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

4678.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-05 · last AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[arvindf232's solution](#)

4679.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-01-01 · last AC: 2021-01-01 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, math
[arvindf232's solution](#)

4680.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math
[arvindf232's solution](#)

4681.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · Kotlin 1.7 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[arvindf232's solution](#)

4682.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · Kotlin 2.2 (first AC) · Tags: brute force, dp, math, probabilities

[arvindf232's solution](#)

4683.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2022-02-26 · last AC: 2025-11-28 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, greedy, sortings

[arvindf232's solution](#)

4684.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2025-11-28 · Kotlin 2.2 (first AC) · Tags: dp, graphs, probabilities

[arvindf232's solution](#)

4685.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-11-05 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

4686.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-11-29 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[arvindf232's solution](#)

4687.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-11-29 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

4688.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-11-02 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[arvindf232's solution](#)

4689.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2022-02-25 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

4690.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2021-11-01 · last AC: 2025-11-27 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

4691.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2021-10-05 · last AC: 2025-11-25 · Kotlin 1.5 (first AC) · Tags: combinatorics, dp, math, number theory

[arvindf232's solution](#)

4692.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2021-10-04 · last AC: 2025-11-25 · Kotlin 1.5 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

4693.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2021-10-03 · last AC: 2025-11-25 · Kotlin 1.5 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[arvindf232's solution](#)

4694.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-06-09 · last AC: 2025-11-25 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

4695.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-06-09 · last AC: 2025-11-25 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[arvindf232's solution](#)

4696.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-06-08 · last AC: 2025-11-25 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, math, sortings

[arvindf232's solution](#)

4697.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-06-07 · last AC: 2025-11-20 · Kotlin 1.7 (first AC) · Tags: dp, math, probabilities

[arvindf232's solution](#)

4698.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-06-06 · last AC: 2025-11-20 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[arvindf232's solution](#)

4699.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2023-06-06 · last AC: 2025-11-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[arvindf232's solution](#)

4700.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, greedy

[arvindf232's solution](#)

4701.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: binary search, greedy

[arvindf232's solution](#)

4702.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: dp, greedy, strings

[arvindf232's solution](#)

4703.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-02-03 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: math, matrices

[arvindf232's solution](#)

4704.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: dp, math, probabilities

[arvindf232's solution](#)

4705.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2025-11-19 · Kotlin 1.6 (first AC) · Tags: bitmasks, data structures

[arvindf232's solution](#)

4706.

1085E

[Vasya and Templates](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2025-11-18 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, strings

[arvindf232's solution](#)

4707.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2025-11-18 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, dp, math

[arvindf232's solution](#)

4708.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2023-06-04 · last AC: 2025-11-18 · Kotlin 1.6 (first AC) · Tags: combinatorics, strings

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4709.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2023-06-04 · last AC: 2025-11-18 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

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4710.

1042E

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Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-06-02 · last AC: 2025-11-17 · Kotlin 1.6 (first AC) · Tags: dp, math, probabilities

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4711.

1015F

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Quality: 1,477 global accepts · Rating: 2300 · first AC: 2023-06-01 · last AC: 2025-11-17 · Kotlin 1.6 (first AC) · Tags: dp, strings

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4712.

1009F

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Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-06-01 · last AC: 2025-11-17 · Kotlin 1.6 (first AC) · Tags: data structures, dsu, trees

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4713.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2023-06-01 · last AC: 2025-11-17 · Kotlin 1.7 (first AC) · Tags: brute force, constructive algorithms, implementation

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4714.

2164E

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Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · Kotlin 2.2 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[arvindf232's solution](#)

4715.

2159C

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Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · Kotlin 2.2 (first AC) · Tags: combinatorics, graph matchings, math

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4716.

2146E

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Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · Kotlin 2.2 (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[arvindf232's solution](#)

4717.

2147E

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Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · Kotlin 2.2 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

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4718.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-08-10 · last AC: 2025-08-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, strings

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4719.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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4720.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dp, greedy

[arvindf232's solution](#)

4721.

1983E

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Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-04-15 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, probabilities

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4722.

2091G

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Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

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4723.

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

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4724.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

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4725.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

4726.

2079C

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Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · Kotlin 1.9 (first AC) · Tags: *special

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4727.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[arvindf232's solution](#)

4728.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

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4729.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[arvindf232's solution](#)

4730.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[arvindf232's solution](#)

4731.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[arvindf232's solution](#)

4732.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-09-26 · Kotlin 1.7 (first AC) · Tags: dp, probabilities

[arvindf232's solution](#)

4733.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

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4734.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-09-07 · last AC: 2024-09-15 · Kotlin 1.9 (first AC) · Tags: data structures, math

[arvindf232's solution](#)

4735.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: brute force, dsu, graphs, implementation

[arvindf232's solution](#)

4736.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: brute force, number theory

[arvindf232's solution](#)

4737.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2024-09-09 · Kotlin 1.9 (first AC) · Tags: dp

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4738.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs

[arvindf232's solution](#)

4739.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

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4740.

424D

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Quality: 610 global accepts · Rating: 2300 · first AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[arvindf232's solution](#)

4741.

425D

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Quality: 1,630 global accepts · Rating: 2300 · first AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, hashing

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4742.

429C

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Quality: 1,030 global accepts · Rating: 2300 · first AC: 2024-09-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[arvindf232's solution](#)

4743.

432E

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Quality: 799 global accepts · Rating: 2300 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

4744.

558E

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4745.

444B

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Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-09-07 · last AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: probabilities
[arvindf232's solution](#)

4746.

451E

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Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-09-07 · Kotlin 1.7 (first AC) · Tags: bitmasks, combinatorics, number theory
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4747.

460D

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Quality: 1,036 global accepts · Rating: 2300 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, math
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4748.

467E

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Quality: 852 global accepts · Rating: 2300 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy
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4749.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-09-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math, number theory
[arvindf232's solution](#)

4750.

489E

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Quality: 1,147 global accepts · Rating: 2300 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: binary search, dp
[arvindf232's solution](#)

4751.

500E

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[arvindf232's solution](#)

4752.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: dp, trees
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4753.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: flows
[arvindf232's solution](#)

4754.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2024-09-06 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

4755.

518F

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Quality: 418 global accepts · Rating: 2300 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

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4756.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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4757.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2024-09-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[arvindf232's solution](#)

4758.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2024-09-02 · Kotlin 1.9 (first AC) · Tags: binary search, graphs, greedy

[arvindf232's solution](#)

4759.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2024-09-02 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, sortings

[arvindf232's solution](#)

4760.

566A

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Quality: 1,064 global accepts · Rating: 2300 · first AC: 2024-09-02 · Kotlin 1.9 (first AC) · Tags: dfs and similar, strings, trees

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4761.

570E

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Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-09-02 · last AC: 2024-09-02 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp

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4762.

584E

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4763.

600E

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4764.

601C

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4765.

623B

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Quality: 2,370 global accepts · Rating: 2300 · first AC: 2024-08-24 · Kotlin 1.9 (first AC) · Tags: dp, greedy, number theory

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4766.

670F

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4767.

629E

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652E

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659G

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660E

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675E

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677D

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713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

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4774.

727F

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Quality: 957 global accepts · Rating: 2300 · first AC: 2024-08-19 · last AC: 2024-08-19 · Kotlin 1.7 (first AC) · Tags: binary search, dp, greedy

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4775.

732F

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768F

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Quality: 1,129 global accepts · Rating: 2300 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities
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4778.

785D

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788C

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Quality: 2,579 global accepts · Rating: 2300 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, shortest paths
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4780.

803G

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Quality: 1,890 global accepts · Rating: 2300 · first AC: 2024-08-16 · Kotlin 1.9 (first AC) · Tags: data structures
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808E

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Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-08-15 · last AC: 2024-08-15 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy, ternary search
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4782.

808G

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4783.

812E

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Quality: 1,326 global accepts · Rating: 2300 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: games, trees
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817F

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825E

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830C

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4787.

838E

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4788.

845G

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4789.

846E

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4790.

852I

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4791.

856B

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4792.

858F

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Quality: 2,022 global accepts · Rating: 2300 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
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4793.

870E

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Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-08-14 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dsu, graphs, trees
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4794.

884D

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Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-08-13 · Kotlin 1.9 (first AC) · Tags: data structures, greedy
[arvindf232's solution](#)

4795.

888G

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Quality: 5,857 global accepts · Rating: 2300 · first AC: 2024-08-13 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, data structures

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4796.

891C

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Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-08-13 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, graphs

[arvindf232's solution](#)

4797.

300E

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Quality: 1,105 global accepts · Rating: 2300 · first AC: 2024-07-31 · last AC: 2024-07-31 · Kotlin 1.9 (first AC) · Tags: binary search, math, number theory

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4798.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

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4799.

1970B3

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Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

4800.

895E

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Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-04-16 · last AC: 2024-04-16 · Kotlin 1.9 (first AC) · Tags: data structures, probabilities

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4801.

898F

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Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-04-16 · last AC: 2024-04-16 · Kotlin 1.9 (first AC) · Tags: brute force, hashing, math

[arvindf232's solution](#)

4802.

915E

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Quality: 5,569 global accepts · Rating: 2300 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, sortings

[arvindf232's solution](#)

4803.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2024-04-10 · Kotlin 1.7 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

4804.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, strings

[arvindf232's solution](#)

4805.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: combinatorics, math

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4806.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy, sortings
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4807.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
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4808.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: hashing, strings
[arvindf232's solution](#)

4809.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · last AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths
[arvindf232's solution](#)

4810.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2024-04-08 · last AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: chinese remainder theorem, fft, math
[arvindf232's solution](#)

4811.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
[arvindf232's solution](#)

4812.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, implementation
[arvindf232's solution](#)

4813.

1070J

[Streets and Avenues in Berhatten](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2024-04-05 · last AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: dp
[arvindf232's solution](#)

4814.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[arvindf232's solution](#)

4815.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: data structures, dp, graphs, sortings
[arvindf232's solution](#)

4816.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[arvindf232's solution](#)

4817.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, divide and conquer

[arvindf232's solution](#)

4818.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: bitmasks, greedy, math, strings

[arvindf232's solution](#)

4819.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · Kotlin 1.7 (first AC) · Tags: combinatorics, games

[arvindf232's solution](#)

4820.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: graphs, shortest paths, sortings

[arvindf232's solution](#)

4821.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-03-29 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

4822.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2024-03-29 · Kotlin 1.9 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

4823.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2024-03-28 · Kotlin 1.9 (first AC) · Tags: data structures, graphs, implementation

[arvindf232's solution](#)

4824.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-03-27 · Kotlin 1.7 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[arvindf232's solution](#)

4825.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[arvindf232's solution](#)

4826.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[arvindf232's solution](#)

4827.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[arvindf232's solution](#)

4828.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

4829.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[arvindf232's solution](#)

4830.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[arvindf232's solution](#)

4831.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, graphs, math

[arvindf232's solution](#)

4832.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

4833.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[arvindf232's solution](#)

4834.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, math, number theory

[arvindf232's solution](#)

4835.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[arvindf232's solution](#)

4836.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, dsu,

geometry, greedy, implementation, math

[arvindf232's solution](#)

4837.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[arvindf232's solution](#)

4838.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: data structures, dp, matrices

[arvindf232's solution](#)

4839.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2024-03-24 · Kotlin 1.7 (first AC) · Tags: binary search, data structures, implementation, math, number theory

[arvindf232's solution](#)

4840.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: data structures, dp, geometry, greedy, math

[arvindf232's solution](#)

4841.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[arvindf232's solution](#)

4842.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-03-23 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, implementation, math

[arvindf232's solution](#)

4843.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-03-23 · last AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, sortings

[arvindf232's solution](#)

4844.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[arvindf232's solution](#)

4845.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: dp, graphs, greedy, math, probabilities

[arvindf232's solution](#)

4846.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[arvindf232's solution](#)

4847.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy, math

[arvindf232's solution](#)

4848.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[arvindf232's solution](#)

4849.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-03-23 · Kotlin 1.7 (first AC) · Tags: graphs, math, number theory, shortest paths

[arvindf232's solution](#)

4850.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[arvindf232's solution](#)

4851.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

4852.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[arvindf232's solution](#)

4853.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[arvindf232's solution](#)

4854.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[arvindf232's solution](#)

4855.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-15 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[arvindf232's solution](#)

4856.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[arvindf232's solution](#)

4857.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[arvindf232's solution](#)

4858.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

4859.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[arvindf232's solution](#)

4860.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: combinatorics, dsu, graphs

[arvindf232's solution](#)

4861.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[arvindf232's solution](#)

4862.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, implementation

[arvindf232's solution](#)

4863.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

4864.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, two pointers

[arvindf232's solution](#)

4865.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

4866.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2023-10-13 · Kotlin 1.6 (first AC) · Tags: games

[arvindf232's solution](#)

4867.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, trees
[arvindf232's solution](#)

4868.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · Kotlin 1.6 (first AC) · Tags: dp, games, two pointers
[arvindf232's solution](#)

4869.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

4870.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[arvindf232's solution](#)

4871.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
[arvindf232's solution](#)

4872.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation, trees
[arvindf232's solution](#)

4873.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: data structures, dsu, implementation, trees
[arvindf232's solution](#)

4874.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[arvindf232's solution](#)

4875.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2023-06-11 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[arvindf232's solution](#)

4876.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2023-06-10 · Kotlin 1.6 (first AC) · Tags: flows, graphs
[arvindf232's solution](#)

4877.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2023-06-10 · Kotlin 1.6 (first AC) · Tags: brute force, dp

[arvindf232's solution](#)

4878.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2023-06-09 · Kotlin 1.6 (first AC) · Tags: brute force, games, greedy

[arvindf232's solution](#)

4879.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-06-09 · Kotlin 1.6 (first AC) · Tags: math, matrices, number theory, two pointers

[arvindf232's solution](#)

4880.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: dp, math, number theory, probabilities

[arvindf232's solution](#)

4881.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2023-06-03 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, trees

[arvindf232's solution](#)

4882.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2023-06-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[arvindf232's solution](#)

4883.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-24 · Kotlin 1.6 (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[arvindf232's solution](#)

4884.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

4885.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[arvindf232's solution](#)

4886.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[arvindf232's solution](#)

4887.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, number theory
[arvindf232's solution](#)

4888.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2022-12-13 · Kotlin 1.6 (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees
[arvindf232's solution](#)

4889.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[arvindf232's solution](#)

4890.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · last AC: 2022-11-12 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[arvindf232's solution](#)

4891.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · Kotlin 1.6 (first AC) · Tags: data structures, dp, matrices, probabilities
[arvindf232's solution](#)

4892.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math, two pointers
[arvindf232's solution](#)

4893.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, greedy, math, number theory
[arvindf232's solution](#)

4894.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-07-30 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[arvindf232's solution](#)

4895.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2022-07-30 · Kotlin 1.6 (first AC) · Tags: brute force, math, probabilities
[arvindf232's solution](#)

4896.

1594E2

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

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2022-07-29 · Kotlin 1.6 (first AC) · Tags: brute force, dp, implementation, math, trees
[arvindf232's solution](#)

4897.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-07-28 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, games, greedy
[arvindf232's solution](#)

4898.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-07-27 · Kotlin 1.6 (first AC) · Tags: data structures, math
[arvindf232's solution](#)

4899.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[arvindf232's solution](#)

4900.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy
[arvindf232's solution](#)

4901.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[arvindf232's solution](#)

4902.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[arvindf232's solution](#)

4903.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
[arvindf232's solution](#)

4904.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-05-23 · last AC: 2022-05-24 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[arvindf232's solution](#)

4905.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: dp
[arvindf232's solution](#)

4906.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, data structures, math
[arvindf232's solution](#)

4907.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-03-26 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy
[arvindf232's solution](#)

4908.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2022-02-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, strings
[arvindf232's solution](#)

4909.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2022-02-25 · Kotlin 1.4 (first AC) · Tags: graphs, implementation
[arvindf232's solution](#)

4910.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[arvindf232's solution](#)

4911.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[arvindf232's solution](#)

4912.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-11-27 · last AC: 2021-11-27 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation, math
[arvindf232's solution](#)

4913.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · last AC: 2021-11-23 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, implementation, math
[arvindf232's solution](#)

4914.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-11-07 · Kotlin 1.4 (first AC) · Tags: data structures, dp
[arvindf232's solution](#)

4915.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-11-04 · Kotlin 1.4 (first AC) · Tags: dp, trees
[arvindf232's solution](#)

4916.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2021-11-03 · Kotlin 1.4 (first AC) · Tags: dp, greedy, two pointers
[arvindf232's solution](#)

4917.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2021-11-01 · Kotlin 1.4 (first AC) · Tags: dp, probabilities, shortest paths
[arvindf232's solution](#)

4918.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · Kotlin 1.4 (first AC) · Tags: dp, greedy, math, number theory
[arvindf232's solution](#)

4919.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-14 · Kotlin 1.4 (first AC) · Tags: bitmasks, geometry, math, number theory
[arvindf232's solution](#)

4920.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[arvindf232's solution](#)

4921.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs
[arvindf232's solution](#)

4922.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[arvindf232's solution](#)

4923.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[arvindf232's solution](#)

4924.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2021-01-04 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation, two pointers
[arvindf232's solution](#)

4925.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-01-04 · Kotlin 1.4 (first AC) · Tags: games
[arvindf232's solution](#)

4926.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-04-17 · last AC: 2026-01-25 · Kotlin 1.5 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[arvindf232's solution](#)

4927.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-03-29 · last AC: 2026-01-24 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[arvindf232's solution](#)

4928.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-04-16 · last AC: 2026-01-24 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[arvindf232's solution](#)

4929.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-04-16 · last AC: 2026-01-24 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

4930.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2022-04-16 · last AC: 2026-01-24 · Kotlin 1.5 (first AC) · Tags: brute force, math, two pointers

[arvindf232's solution](#)

4931.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2022-04-16 · last AC: 2026-01-24 · Kotlin 1.5 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[arvindf232's solution](#)

4932.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2022-04-15 · last AC: 2026-01-17 · Kotlin 1.5 (first AC) · Tags: binary search, data structures, two pointers

[arvindf232's solution](#)

4933.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-04-15 · last AC: 2026-01-16 · Kotlin 1.5 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[arvindf232's solution](#)

4934.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-04-14 · last AC: 2026-01-14 · Kotlin 1.5 (first AC) · Tags: binary search, combinatorics, probabilities

[arvindf232's solution](#)

4935.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-04-14 · last AC: 2026-01-14 · Kotlin 1.5 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[arvindf232's solution](#)

4936.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-11 · Kotlin 2.2 (first AC) · Tags: combinatorics, math, probabilities

[arvindf232's solution](#)

4937.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-04-13 · last AC: 2025-12-22 · Kotlin 1.5 (first AC) · Tags: binary search, bitmasks, data structures

[arvindf232's solution](#)

4938.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2022-12-18 · last AC: 2025-12-18 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[arvindf232's solution](#)

4939.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-04-10 · last AC: 2025-12-17 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[arvindf232's solution](#)

4940.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · Kotlin 2.2 (first AC) · Tags: binary search, dp, graphs, greedy, math

[arvindf232's solution](#)

4941.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-04-10 · last AC: 2025-12-16 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[arvindf232's solution](#)

4942.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2023-12-11 · last AC: 2025-12-16 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[arvindf232's solution](#)

4943.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-04-08 · last AC: 2025-12-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[arvindf232's solution](#)

4944.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2022-12-20 · last AC: 2025-12-15 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[arvindf232's solution](#)

4945.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-04-02 · last AC: 2025-12-14 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[arvindf232's solution](#)

4946.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-03-31 · last AC: 2025-12-14 · Kotlin 1.5 (first AC) · Tags: data structures, two pointers

[arvindf232's solution](#)

4947.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-11-07 · last AC: 2025-12-12 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy

[arvindf232's solution](#)

4948.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2022-03-29 · last AC: 2025-12-12 · Kotlin 1.5 (first AC) · Tags: dfs and similar, dsu, graphs

[arvindf232's solution](#)

4949.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2021-12-02 · last AC: 2025-12-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[arvindf232's solution](#)

4950.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · Kotlin 1.7 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[arvindf232's solution](#)

4951.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-11-21 · last AC: 2025-12-11 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[arvindf232's solution](#)

4952.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-11-20 · last AC: 2025-12-11 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy

[arvindf232's solution](#)

4953.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-03-27 · last AC: 2025-12-11 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[arvindf232's solution](#)

4954.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2022-03-26 · last AC: 2025-12-10 · Kotlin 1.4 (first AC) · Tags: hashing, trees

[arvindf232's solution](#)

4955.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-03-26 · last AC: 2025-12-10 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy

[arvindf232's solution](#)

4956.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2022-03-25 · last AC: 2025-12-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

4957.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-11-20 · last AC: 2025-12-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[arvindf232's solution](#)

4958.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-03-24 · last AC: 2025-12-10 · Kotlin 1.4 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[arvindf232's solution](#)

4959.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-11-01 · last AC: 2025-12-08 · Kotlin 1.4 (first AC) · Tags: combinatorics, math

[arvindf232's solution](#)

4960.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2021-12-01 · last AC: 2025-12-08 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, sortings

[arvindf232's solution](#)

4961.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2022-03-23 · last AC: 2025-12-08 · Kotlin 1.4 (first AC) · Tags: graphs

[arvindf232's solution](#)

4962.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · Kotlin 2.2 (first AC) · Tags: binary search, data structures, dp, sortings

[arvindf232's solution](#)

4963.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · Kotlin 2.2 (first AC) · Tags: combinatorics, implementation, math

[arvindf232's solution](#)

4964.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[arvindf232's solution](#)

4965.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-08-09 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[arvindf232's solution](#)

4966.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[arvindf232's solution](#)

4967.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, strings

[arvindf232's solution](#)

4968.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-05-01 · last AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[arvindf232's solution](#)

4969.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[arvindf232's solution](#)

4970.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[arvindf232's solution](#)

4971.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[arvindf232's solution](#)

4972.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · Kotlin 1.9 (first AC) · Tags: dp, greedy, sortings

[arvindf232's solution](#)

4973.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[arvindf232's solution](#)

4974.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

4975.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[arvindf232's solution](#)

4976.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2024-10-09 · last AC: 2024-10-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures

[arvindf232's solution](#)

4977.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-10-09 · last AC: 2024-10-09 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

4978.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: geometry

[arvindf232's solution](#)

4979.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, graphs, hashing

[arvindf232's solution](#)

4980.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-09-25 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[arvindf232's solution](#)

4981.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-09-12 · last AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[arvindf232's solution](#)

4982.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · last AC: 2024-09-15 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[arvindf232's solution](#)

4983.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-09-11 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[arvindf232's solution](#)

4984.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-09-11 · Kotlin 1.9 (first AC) · Tags: brute force, interactive, math

[arvindf232's solution](#)

4985.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-09-10 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[arvindf232's solution](#)

4986.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math, trees
[arvindf232's solution](#)

4987.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · Kotlin 1.9 (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
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4988.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-16 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
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4989.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2024-06-14 · Kotlin 1.9 (first AC) · Tags: data structures, hashing
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4990.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
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4991.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · last AC: 2024-05-04 · Kotlin 1.7 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
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4992.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, trees
[arvindf232's solution](#)

4993.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, trees
[arvindf232's solution](#)

4994.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp, graphs
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4995.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2024-04-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
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4996.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2024-04-11 · last AC: 2024-04-11 · Kotlin 1.7 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

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4997.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-04-10 · last AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

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4998.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, graphs, trees

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4999.

916E

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Quality: 2,103 global accepts · Rating: 2400 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

5000.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[arvindf232's solution](#)

5001.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-04-10 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

5002.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: data structures, dp

[arvindf232's solution](#)

5003.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2024-04-10 · last AC: 2024-04-10 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, matrices

[arvindf232's solution](#)

5004.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, math, matrices

[arvindf232's solution](#)

5005.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, trees

[arvindf232's solution](#)

5006.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-04-09 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

5007.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

5008.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2024-04-08 · last AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[arvindf232's solution](#)

5009.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer

[arvindf232's solution](#)

5010.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[arvindf232's solution](#)

5011.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-04-08 · last AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: sortings

[arvindf232's solution](#)

5012.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-04-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[arvindf232's solution](#)

5013.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: dp, trees

[arvindf232's solution](#)

5014.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-04-07 · last AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[arvindf232's solution](#)

5015.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: data structures, dsu

[arvindf232's solution](#)

5016.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: hashing, number theory

[arvindf232's solution](#)

5017.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

5018.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: graphs, shortest paths, trees

[arvindf232's solution](#)

5019.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: interactive, probabilities

[arvindf232's solution](#)

5020.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: flows, graph matchings, graphs

[arvindf232's solution](#)

5021.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: strings

[arvindf232's solution](#)

5022.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: dp, greedy, math, trees

[arvindf232's solution](#)

5023.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2024-04-05 · last AC: 2024-04-05 · Kotlin 1.7 (first AC) · Tags: dp

[arvindf232's solution](#)

5024.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-04-05 · last AC: 2024-04-05 · Kotlin 1.7 (first AC) · Tags: divide and conquer, dp, fft

[arvindf232's solution](#)

5025.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[arvindf232's solution](#)

5026.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[arvindf232's solution](#)

5027.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: binary search, dp

[arvindf232's solution](#)

5028.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: math, matrices, number theory

[arvindf232's solution](#)

5029.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-04-05 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

5030.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-04-05 · last AC: 2024-04-05 · Kotlin 1.7 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[arvindf232's solution](#)

5031.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-04-04 · Kotlin 1.7 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[arvindf232's solution](#)

5032.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-04-04 · last AC: 2024-04-04 · Kotlin 1.7 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[arvindf232's solution](#)

5033.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2024-04-04 · Kotlin 1.7 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[arvindf232's solution](#)

5034.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-04-02 · last AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: flows, graph matchings, graphs

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5035.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-04-02 · last AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[arvindf232's solution](#)

5036.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs

[arvindf232's solution](#)

5037.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[arvindf232's solution](#)

5038.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[arvindf232's solution](#)

5039.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-04-02 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

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5040.

1267A

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Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: —

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5041.

1218D

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Quality: 602 global accepts · Rating: 2400 · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: divide and conquer, fft, graphs

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5042.

1575M

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Quality: 357 global accepts · Rating: 2400 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: data structures, geometry

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5043.

1606D

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Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

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5044.

1619H

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Quality: 1,433 global accepts · Rating: 2400 · first AC: 2024-03-27 · last AC: 2024-03-27 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

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5045.

1638E

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Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, implementation

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5046.

1667C

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Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

5047.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-03-26 · Kotlin 1.7 (first AC) · Tags: bitmasks, combinatorics, dp

[arvindf232's solution](#)

5048.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-03-26 · Kotlin 1.7 (first AC) · Tags: bitmasks, combinatorics, dp, strings
[arvindf232's solution](#)

5049.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math
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5050.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
[arvindf232's solution](#)

5051.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-03-26 · last AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
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5052.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[arvindf232's solution](#)

5053.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-03-26 · last AC: 2024-03-26 · Kotlin 1.7 (first AC) · Tags: brute force, data structures, number theory
[arvindf232's solution](#)

5054.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
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5055.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, two pointers
[arvindf232's solution](#)

5056.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, implementation
[arvindf232's solution](#)

5057.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-25 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, data structures, math, number theory
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5058.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2024-03-25 · last AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[arvindf232's solution](#)

5059.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, trees

[arvindf232's solution](#)

5060.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2024-03-25 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

5061.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[arvindf232's solution](#)

5062.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: binary search, dp, implementation, math

[arvindf232's solution](#)

5063.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[arvindf232's solution](#)

5064.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[arvindf232's solution](#)

5065.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[arvindf232's solution](#)

5066.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy, math

[arvindf232's solution](#)

5067.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

5068.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, implementation, math, trees
[arvindf232's solution](#)

5069.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[arvindf232's solution](#)

5070.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-03-23 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[arvindf232's solution](#)

5071.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · Kotlin 1.7 (first AC) · Tags: brute force, combinatorics, dp, math
[arvindf232's solution](#)

5072.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, interactive, math
[arvindf232's solution](#)

5073.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[arvindf232's solution](#)

5074.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · Kotlin 1.9 (first AC) · Tags: —
[arvindf232's solution](#)

5075.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: bitmasks, games, greedy, interactive
[arvindf232's solution](#)

5076.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · Kotlin 1.9 (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[arvindf232's solution](#)

5077.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

5078.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · last AC: 2024-01-27 · Kotlin 1.9 (first AC) · Tags: geometry, math, matrices
[arvindf232's solution](#)

5079.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · last AC: 2024-01-17 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures
[arvindf232's solution](#)

5080.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-16 · last AC: 2024-01-16 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[arvindf232's solution](#)

5081.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · Kotlin 1.6 (first AC) · Tags: flows, graphs
[arvindf232's solution](#)

5082.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · Kotlin 1.6 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[arvindf232's solution](#)

5083.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · last AC: 2023-12-13 · Kotlin 1.6 (first AC) · Tags: graphs
[arvindf232's solution](#)

5084.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · Kotlin 1.6 (first AC) · Tags: data structures
[arvindf232's solution](#)

5085.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-12-10 · last AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math, strings
[arvindf232's solution](#)

5086.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[arvindf232's solution](#)

5087.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: dp, math, number theory
[arvindf232's solution](#)

5088.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: data structures

[arvindf232's solution](#)

5089.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: math, number theory

[arvindf232's solution](#)

5090.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2023-10-15 · Kotlin 1.6 (first AC) · Tags: combinatorics, graphs, matrices

[arvindf232's solution](#)

5091.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2023-10-13 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

5092.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2023-10-13 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

5093.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: dp, math, probabilities

[arvindf232's solution](#)

5094.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: bitmasks, graph matchings, graphs

[arvindf232's solution](#)

5095.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: number theory

[arvindf232's solution](#)

5096.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: data structures, sortings

[arvindf232's solution](#)

5097.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-10-10 · Kotlin 1.6 (first AC) · Tags: data structures

[arvindf232's solution](#)

5098.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[arvindf232's solution](#)

5099.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[arvindf232's solution](#)

5100.

1875E

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

Rating: 2400 · first AC: 2023-10-03 · Kotlin 1.6 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[arvindf232's solution](#)

5101.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-09-28 · Kotlin 1.6 (first AC) · Tags: data structures, sortings

[arvindf232's solution](#)

5102.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, math

[arvindf232's solution](#)

5103.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · Kotlin 1.7 (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[arvindf232's solution](#)

5104.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[arvindf232's solution](#)

5105.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · Kotlin 1.7 (first AC) · Tags: binary search, data structures, greedy, implementation

[arvindf232's solution](#)

5106.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-24 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, greedy

[arvindf232's solution](#)

5107.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[arvindf232's solution](#)

5108.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[arvindf232's solution](#)

5109.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · Kotlin 1.6 (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[arvindf232's solution](#)

5110.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[arvindf232's solution](#)

5111.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, dp, number theory

[arvindf232's solution](#)

5112.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · Kotlin 1.6 (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[arvindf232's solution](#)

5113.

1779E

[Any's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[arvindf232's solution](#)

5114.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · Kotlin 1.6 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[arvindf232's solution](#)

5115.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2022-12-26 · Kotlin 1.6 (first AC) · Tags: graphs, greedy, implementation

[arvindf232's solution](#)

5116.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2022-12-26 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation

[arvindf232's solution](#)

5117.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2022-12-22 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[arvindf232's solution](#)

5118.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2022-12-21 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[arvindf232's solution](#)

5119.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, implementation
[arvindf232's solution](#)

5120.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[arvindf232's solution](#)

5121.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: dp, greedy, sortings
[arvindf232's solution](#)

5122.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
[arvindf232's solution](#)

5123.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[arvindf232's solution](#)

5124.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · Kotlin 1.6 (first AC) · Tags: binary search, dp
[arvindf232's solution](#)

5125.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
[arvindf232's solution](#)

5126.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · Kotlin 1.6 (first AC) · Tags: bitmasks, dp
[arvindf232's solution](#)

5127.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · Kotlin 1.6 (first AC) · Tags: combinatorics, fft, math
[arvindf232's solution](#)

5128.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: data structures
[arvindf232's solution](#)

5129.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math, number theory
[arvindf232's solution](#)

5130.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[arvindf232's solution](#)

5131.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-17 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[arvindf232's solution](#)

5132.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[arvindf232's solution](#)

5133.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-05-30 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[arvindf232's solution](#)

5134.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-05-18 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[arvindf232's solution](#)

5135.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[arvindf232's solution](#)

5136.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: dfs and similar, greedy, trees

[arvindf232's solution](#)

5137.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-05-10 · last AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, dp

[arvindf232's solution](#)

5138.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-05-08 · Kotlin 1.4 (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[arvindf232's solution](#)

5139.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-05-08 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[arvindf232's solution](#)

5140.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2022-05-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

5141.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-05-06 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, math, two pointers

[arvindf232's solution](#)

5142.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, trees

[arvindf232's solution](#)

5143.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-05-04 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[arvindf232's solution](#)

5144.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-05-04 · Kotlin 1.4 (first AC) · Tags: binary search, dsu, greedy

[arvindf232's solution](#)

5145.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-05-01 · last AC: 2022-05-03 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[arvindf232's solution](#)

5146.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[arvindf232's solution](#)

5147.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, math

[arvindf232's solution](#)

5148.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[arvindf232's solution](#)

5149.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-04-30 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[arvindf232's solution](#)

5150.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2022-04-17 · Kotlin 1.5 (first AC) · Tags: graphs, shortest paths

[arvindf232's solution](#)

5151.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-04-13 · last AC: 2022-04-13 · Kotlin 1.5 (first AC) · Tags: data structures, geometry, implementation, sortings

[arvindf232's solution](#)

5152.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-04-11 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[arvindf232's solution](#)

5153.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-04-07 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, math

[arvindf232's solution](#)

5154.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2022-04-04 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms

[arvindf232's solution](#)

5155.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2022-03-23 · Kotlin 1.4 (first AC) · Tags: brute force, string suffix structures, strings

[arvindf232's solution](#)

5156.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-03-01 · Kotlin 1.5 (first AC) · Tags: flows, graphs

[arvindf232's solution](#)

5157.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2022-02-28 · Kotlin 1.5 (first AC) · Tags: greedy, implementation, strings

[arvindf232's solution](#)

5158.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-02-27 · Kotlin 1.5 (first AC) · Tags: combinatorics, math, number theory

[arvindf232's solution](#)

5159.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-02-27 · Kotlin 1.5 (first AC) · Tags: fft, geometry, number theory

[arvindf232's solution](#)

5160.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2022-02-27 · last AC: 2022-02-27 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[arvindf232's solution](#)

5161.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[arvindf232's solution](#)

5162.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-02-01 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[arvindf232's solution](#)

5163.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, games, math

[arvindf232's solution](#)

5164.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2022-01-20 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, hashing

[arvindf232's solution](#)

5165.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2022-01-19 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory

[arvindf232's solution](#)

5166.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[arvindf232's solution](#)

5167.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-03-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

5168.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · last AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, dp, sortings

[arvindf232's solution](#)

5169.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[arvindf232's solution](#)

5170.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2026-01-24 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and

similar, dp, trees

[arvindf232's solution](#)

5171.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-04-16 · last AC: 2026-01-24 · Kotlin 1.5 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[arvindf232's solution](#)

5172.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-04-16 · last AC: 2026-01-24 · Kotlin 1.5 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[arvindf232's solution](#)

5173.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2023-12-05 · last AC: 2026-01-20 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[arvindf232's solution](#)

5174.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2022-04-14 · last AC: 2026-01-16 · Kotlin 1.5 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

5175.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-04-14 · last AC: 2026-01-14 · Kotlin 1.5 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[arvindf232's solution](#)

5176.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-01-11 · Kotlin 2.2 (first AC) · Tags: combinatorics, math, probabilities

[arvindf232's solution](#)

5177.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-11 · Kotlin 2.2 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[arvindf232's solution](#)

5178.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-12-18 · last AC: 2025-12-18 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[arvindf232's solution](#)

5179.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-04-10 · last AC: 2025-12-16 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy

[arvindf232's solution](#)

5180.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-04-08 · last AC: 2025-12-16 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[arvindf232's solution](#)

5181.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2023-12-12 · last AC: 2025-12-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[arvindf232's solution](#)

5182.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2023-12-05 · last AC: 2025-12-14 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, trees

[arvindf232's solution](#)

5183.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-03-31 · last AC: 2025-12-14 · Kotlin 1.5 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[arvindf232's solution](#)

5184.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2022-03-30 · last AC: 2025-12-14 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[arvindf232's solution](#)

5185.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-03-30 · last AC: 2025-12-12 · Kotlin 1.5 (first AC) · Tags: bitmasks, dp, implementation

[arvindf232's solution](#)

5186.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-11-22 · last AC: 2025-12-12 · Kotlin 1.4 (first AC) · Tags: dp, implementation

[arvindf232's solution](#)

5187.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-03-29 · last AC: 2025-12-12 · Kotlin 1.5 (first AC) · Tags: math, number theory, probabilities

[arvindf232's solution](#)

5188.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-03-28 · last AC: 2025-12-12 · Kotlin 1.5 (first AC) · Tags: dp, greedy, trees

[arvindf232's solution](#)

5189.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-08-11 · last AC: 2025-12-10 · Kotlin 1.7 (first AC) · Tags: combinatorics, fft

[arvindf232's solution](#)

5190.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2022-03-24 · last AC: 2025-12-09 · Kotlin 1.4 (first AC) · Tags: implementation

[arvindf232's solution](#)

5191.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2021-11-16 · last AC: 2025-12-09 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, dsu

[arvindf232's solution](#)

5192.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2022-03-24 · last AC: 2025-12-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, trees

[arvindf232's solution](#)

5193.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2022-03-23 · last AC: 2025-12-08 · Kotlin 1.4 (first AC) · Tags: games

[arvindf232's solution](#)

5194.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · Kotlin 2.2 (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[arvindf232's solution](#)

5195.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · Kotlin 2.2 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[arvindf232's solution](#)

5196.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · Kotlin 2.2 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[arvindf232's solution](#)

5197.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

5198.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · Kotlin 1.7 (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[arvindf232's solution](#)

5199.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2025-08-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, math

[arvindf232's solution](#)

5200.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[arvindf232's solution](#)

5201.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2025-04-30 · last AC: 2025-04-30 · Kotlin 1.7 (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[arvindf232's solution](#)

5202.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-04-30 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[arvindf232's solution](#)

5203.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[arvindf232's solution](#)

5204.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[arvindf232's solution](#)

5205.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[arvindf232's solution](#)

5206.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[arvindf232's solution](#)

5207.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2024-12-11 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[arvindf232's solution](#)

5208.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math, sortings

[arvindf232's solution](#)

5209.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-11-29 · Kotlin 1.9 (first AC) · Tags: brute force, divide and conquer, sortings

[arvindf232's solution](#)

5210.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-11-13 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, greedy

[arvindf232's solution](#)

5211.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, greedy

[arvindf232's solution](#)

5212.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-10-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[arvindf232's solution](#)

5213.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[arvindf232's solution](#)

5214.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-10-09 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, probabilities

[arvindf232's solution](#)

5215.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2024-10-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games, interactive

[arvindf232's solution](#)

5216.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-10-03 · last AC: 2024-10-03 · Kotlin 1.7 (first AC) · Tags: data structures, divide and conquer, greedy, math

[arvindf232's solution](#)

5217.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2024-10-02 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

5218.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2024-09-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp

[arvindf232's solution](#)

5219.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-09-28 · last AC: 2024-09-28 · Kotlin 1.9 (first AC) · Tags: data structures

[arvindf232's solution](#)

5220.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-09-28 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[arvindf232's solution](#)

5221.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-09-26 · last AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer

[arvindf232's solution](#)

5222.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: dp, trees

[arvindf232's solution](#)

5223.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-09-25 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, number theory

[arvindf232's solution](#)

5224.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-09-25 · Kotlin 1.7 (first AC) · Tags: dp, math, probabilities

[arvindf232's solution](#)

5225.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-09-25 · Kotlin 1.9 (first AC) · Tags: dp

[arvindf232's solution](#)

5226.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-09-23 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, implementation, two pointers

[arvindf232's solution](#)

5227.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-19 · last AC: 2024-09-19 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[arvindf232's solution](#)

5228.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2024-09-19 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[arvindf232's solution](#)

5229.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, strings

[arvindf232's solution](#)

5230.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[arvindf232's solution](#)

5231.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, number theory
[arvindf232's solution](#)

5232.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-09-18 · last AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[arvindf232's solution](#)

5233.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-09-18 · last AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: brute force, dp, implementation, math, number theory
[arvindf232's solution](#)

5234.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[arvindf232's solution](#)

5235.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2024-09-17 · last AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: dp, math, number theory
[arvindf232's solution](#)

5236.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[arvindf232's solution](#)

5237.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-09-16 · last AC: 2024-09-16 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[arvindf232's solution](#)

5238.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-09-16 · Kotlin 1.9 (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[arvindf232's solution](#)

5239.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2024-09-16 · Kotlin 1.7 (first AC) · Tags: dp, implementation, math
[arvindf232's solution](#)

5240.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[arvindf232's solution](#)

5241.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-09-16 · last AC: 2024-09-16 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, probabilities

[arvindf232's solution](#)

5242.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-09-11 · last AC: 2024-09-15 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[arvindf232's solution](#)

5243.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · Kotlin 1.9 (first AC) · Tags: data structures, dp, games, greedy, implementation

[arvindf232's solution](#)

5244.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-09-13 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[arvindf232's solution](#)

5245.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-09-12 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[arvindf232's solution](#)

5246.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-09-11 · last AC: 2024-09-11 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[arvindf232's solution](#)

5247.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-09-11 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[arvindf232's solution](#)

5248.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-11 · last AC: 2024-09-11 · Kotlin 1.9 (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[arvindf232's solution](#)

5249.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-09-11 · Kotlin 1.9 (first AC) · Tags: graphs, math, sortings

[arvindf232's solution](#)

5250.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[arvindf232's solution](#)

5251.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math

[arvindf232's solution](#)

5252.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy

[arvindf232's solution](#)

5253.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-03-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[arvindf232's solution](#)

5254.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, probabilities

[arvindf232's solution](#)

5255.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[arvindf232's solution](#)

5256.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · Kotlin 1.9 (first AC) · Tags: dp, graph matchings

[arvindf232's solution](#)

5257.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-16 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

5258.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[arvindf232's solution](#)

5259.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

5260.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[arvindf232's solution](#)

5261.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: dp, games, graphs, trees

[arvindf232's solution](#)

5262.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2023-12-05 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[arvindf232's solution](#)

5263.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-12-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[arvindf232's solution](#)

5264.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-12-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[arvindf232's solution](#)

5265.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-12-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[arvindf232's solution](#)

5266.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-12-04 · Kotlin 1.6 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[arvindf232's solution](#)

5267.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-12-04 · Kotlin 1.6 (first AC) · Tags: bitmasks, dp, graphs, number theory

[arvindf232's solution](#)

5268.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2023-12-04 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

5269.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: divide and conquer, math

[arvindf232's solution](#)

5270.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms

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5271.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[arvindf232's solution](#)

5272.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, math, sortings
[arvindf232's solution](#)

5273.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-10-17 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, sortings
[arvindf232's solution](#)

5274.

86C

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Quality: 864 global accepts · Rating: 2500 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: dp, string suffix structures, trees
[arvindf232's solution](#)

5275.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2023-10-04 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[arvindf232's solution](#)

5276.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · Kotlin 1.6 (first AC) · Tags: brute force, dp, math
[arvindf232's solution](#)

5277.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-06-09 · Kotlin 1.6 (first AC) · Tags: flows, graph matchings, graphs
[arvindf232's solution](#)

5278.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · last AC: 2023-06-06 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[arvindf232's solution](#)

5279.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

5280.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: brute force, dp, games, graphs, math
[arvindf232's solution](#)

5281.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, dsu, math

[arvindf232's solution](#)

5282.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · last AC: 2023-01-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy, math

[arvindf232's solution](#)

5283.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[arvindf232's solution](#)

5284.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2022-12-28 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, dp, fft, math

[arvindf232's solution](#)

5285.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2022-12-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, strings

[arvindf232's solution](#)

5286.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2022-12-25 · last AC: 2022-12-25 · Kotlin 1.6 (first AC) · Tags: data structures, games, implementation

[arvindf232's solution](#)

5287.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2022-12-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, implementation

[arvindf232's solution](#)

5288.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2022-12-23 · Kotlin 1.6 (first AC) · Tags: dp, graphs, implementation

[arvindf232's solution](#)

5289.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-12-22 · Kotlin 1.6 (first AC) · Tags: divide and conquer, implementation, math

[arvindf232's solution](#)

5290.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2022-12-21 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[arvindf232's solution](#)

5291.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[arvindf232's solution](#)

5292.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-12-14 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[arvindf232's solution](#)

5293.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[arvindf232's solution](#)

5294.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · Kotlin 1.6 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[arvindf232's solution](#)

5295.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[arvindf232's solution](#)

5296.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math, probabilities

[arvindf232's solution](#)

5297.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[arvindf232's solution](#)

5298.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: data structures, dsu

[arvindf232's solution](#)

5299.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[arvindf232's solution](#)

5300.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[arvindf232's solution](#)

5301.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms,

dfs and similar, dsu, graphs

[arvindf232's solution](#)

5302.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[arvindf232's solution](#)

5303.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-05-10 · last AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[arvindf232's solution](#)

5304.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-05-09 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[arvindf232's solution](#)

5305.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-05-09 · Kotlin 1.4 (first AC) · Tags: data structures, graph matchings, greedy

[arvindf232's solution](#)

5306.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · Kotlin 1.4 (first AC) · Tags: dp, math

[arvindf232's solution](#)

5307.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-05-03 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[arvindf232's solution](#)

5308.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-05-03 · Kotlin 1.4 (first AC) · Tags: dp, greedy, string suffix structures, strings

[arvindf232's solution](#)

5309.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-05-03 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[arvindf232's solution](#)

5310.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[arvindf232's solution](#)

5311.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-05-02 · last AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms,

graphs, shortest paths
[arvindf232's solution](#)

5312.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, divide and conquer, dp
[arvindf232's solution](#)

5313.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-05-01 · last AC: 2022-05-01 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

5314.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2022-05-01 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
[arvindf232's solution](#)

5315.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2022-04-20 · Kotlin 1.4 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees
[arvindf232's solution](#)

5316.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2022-04-18 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory
[arvindf232's solution](#)

5317.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-04-17 · Kotlin 1.5 (first AC) · Tags: data structures, dp, greedy
[arvindf232's solution](#)

5318.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-04-17 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, greedy
[arvindf232's solution](#)

5319.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-04-14 · Kotlin 1.5 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[arvindf232's solution](#)

5320.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2022-04-14 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[arvindf232's solution](#)

5321.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · Kotlin 1.5 (first AC) · Tags: binary search, constructive algorithms, greedy,

math

[arvindf232's solution](#)

5322.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-04-11 · last AC: 2022-04-11 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[arvindf232's solution](#)

5323.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2022-04-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[arvindf232's solution](#)

5324.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-04-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, sortings

[arvindf232's solution](#)

5325.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[arvindf232's solution](#)

5326.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-04-05 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy

[arvindf232's solution](#)

5327.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2022-03-30 · Kotlin 1.5 (first AC) · Tags: data structures, hashing, strings

[arvindf232's solution](#)

5328.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2022-03-29 · Kotlin 1.5 (first AC) · Tags: combinatorics, geometry, math, sortings

[arvindf232's solution](#)

5329.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[arvindf232's solution](#)

5330.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-03-26 · Kotlin 1.4 (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[arvindf232's solution](#)

5331.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2022-03-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, trees

[arvindf232's solution](#)

5332.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2022-03-23 · Kotlin 1.4 (first AC) · Tags: divide and conquer, fft
[arvindf232's solution](#)

5333.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-03-04 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, number theory
[arvindf232's solution](#)

5334.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2022-03-01 · Kotlin 1.5 (first AC) · Tags: —
[arvindf232's solution](#)

5335.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2022-02-26 · Kotlin 1.4 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[arvindf232's solution](#)

5336.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-02-26 · Kotlin 1.4 (first AC) · Tags: combinatorics, math
[arvindf232's solution](#)

5337.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2022-02-26 · Kotlin 1.4 (first AC) · Tags: math
[arvindf232's solution](#)

5338.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[arvindf232's solution](#)

5339.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2022-01-26 · Kotlin 1.4 (first AC) · Tags: greedy, sortings
[arvindf232's solution](#)

5340.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2022-01-20 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory
[arvindf232's solution](#)

5341.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[arvindf232's solution](#)

5342.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp
[arvindf232's solution](#)

5343.

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-02-07 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms

[arvindf232's solution](#)

5344.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-03-28 · last AC: 2026-01-25 · Kotlin 1.5 (first AC) · Tags: binary search, data structures, greedy

[arvindf232's solution](#)

5345.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-12-16 · last AC: 2026-01-24 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[arvindf232's solution](#)

5346.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-12-06 · last AC: 2026-01-20 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math, two pointers

[arvindf232's solution](#)

5347.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-12-17 · last AC: 2026-01-14 · Kotlin 1.6 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[arvindf232's solution](#)

5348.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-04-13 · last AC: 2025-12-22 · Kotlin 1.5 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[arvindf232's solution](#)

5349.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2022-04-11 · last AC: 2025-12-22 · Kotlin 1.4 (first AC) · Tags: binary search, geometry, ternary search

[arvindf232's solution](#)

5350.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2022-04-11 · last AC: 2025-12-22 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[arvindf232's solution](#)

5351.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-04-11 · last AC: 2025-12-22 · Kotlin 1.4 (first AC) · Tags: data structures, dp, graph matchings, sortings

[arvindf232's solution](#)

5352.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-04-10 · last AC: 2025-12-18 · Kotlin 1.4 (first AC) · Tags: greedy, math, probabilities

[arvindf232's solution](#)

5353.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-12-11 · last AC: 2025-12-18 · Kotlin 1.6 (first AC) · Tags: data structures, dp, matrices

[arvindf232's solution](#)

5354.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2022-04-10 · last AC: 2025-12-17 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, greedy

[arvindf232's solution](#)

5355.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-04-08 · last AC: 2025-12-16 · Kotlin 1.4 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

5356.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-04-08 · last AC: 2025-12-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, number theory

[arvindf232's solution](#)

5357.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2023-12-11 · last AC: 2025-12-15 · Kotlin 1.6 (first AC) · Tags: binary search, interactive, probabilities

[arvindf232's solution](#)

5358.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-04-07 · last AC: 2025-12-15 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[arvindf232's solution](#)

5359.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-12-15 · Kotlin 2.2 (first AC) · Tags: dfs and similar, dp, graphs, math

[arvindf232's solution](#)

5360.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2022-04-07 · last AC: 2025-12-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[arvindf232's solution](#)

5361.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2022-03-30 · last AC: 2025-12-14 · Kotlin 1.5 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[arvindf232's solution](#)

5362.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-11-21 · last AC: 2025-12-11 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math,

number theory, probabilities

[arvindf232's solution](#)

5363.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-09-24 · last AC: 2025-12-11 · Kotlin 1.7 (first AC) · Tags: math, strings

[arvindf232's solution](#)

5364.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2022-03-27 · last AC: 2025-12-11 · Kotlin 1.4 (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[arvindf232's solution](#)

5365.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-11-20 · last AC: 2025-12-09 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

5366.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-03-24 · last AC: 2025-12-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

5367.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2025-12-08 · Kotlin 2.2 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[arvindf232's solution](#)

5368.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-12-01 · last AC: 2025-12-08 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[arvindf232's solution](#)

5369.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-09-25 · last AC: 2025-12-08 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[arvindf232's solution](#)

5370.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-11-09 · last AC: 2025-12-01 · Kotlin 1.4 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[arvindf232's solution](#)

5371.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[arvindf232's solution](#)

5372.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · Kotlin 2.2 (first AC) · Tags: data structures, divide and conquer, dsu, graphs,

implementation

[arvindf232's solution](#)

5373.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · Kotlin 2.2 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[arvindf232's solution](#)

5374.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · Kotlin 2.2 (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[arvindf232's solution](#)

5375.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · Kotlin 1.7 (first AC) · Tags: hashing, implementation, strings

[arvindf232's solution](#)

5376.

2128E2

[Submedians \(Hard Version\)](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[arvindf232's solution](#)

5377.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[arvindf232's solution](#)

5378.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[arvindf232's solution](#)

5379.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[arvindf232's solution](#)

5380.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[arvindf232's solution](#)

5381.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[arvindf232's solution](#)

5382.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-22 · Kotlin 1.9 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

5383.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[arvindf232's solution](#)

5384.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · Kotlin 1.9 (first AC) · Tags: *special, data structures, dp, greedy

[arvindf232's solution](#)

5385.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, two pointers

[arvindf232's solution](#)

5386.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-12-08 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, sortings

[arvindf232's solution](#)

5387.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · last AC: 2024-12-02 · Kotlin 1.7 (first AC) · Tags: data structures, dp, implementation, matrices

[arvindf232's solution](#)

5388.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-11-22 · Kotlin 1.9 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

5389.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2024-10-09 · Kotlin 1.9 (first AC) · Tags: strings

[arvindf232's solution](#)

5390.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-10-03 · Kotlin 1.9 (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[arvindf232's solution](#)

5391.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-10-03 · Kotlin 1.9 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

5392.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-10-03 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

5393.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2024-09-28 · Kotlin 1.9 (first AC) · Tags: brute force

[arvindf232's solution](#)

5394.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-09-26 · Kotlin 1.7 (first AC) · Tags: dp, probabilities

[arvindf232's solution](#)

5395.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-09-25 · Kotlin 1.7 (first AC) · Tags: dp

[arvindf232's solution](#)

5396.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-09-23 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, dp

[arvindf232's solution](#)

5397.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-09-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, graphs

[arvindf232's solution](#)

5398.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-09-23 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[arvindf232's solution](#)

5399.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2024-09-23 · Kotlin 1.7 (first AC) · Tags: combinatorics, divide and conquer, fft

[arvindf232's solution](#)

5400.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-09-23 · last AC: 2024-09-23 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[arvindf232's solution](#)

5401.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[arvindf232's solution](#)

5402.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-09-19 · Kotlin 1.9 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[arvindf232's solution](#)

5403.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-09-19 · Kotlin 1.9 (first AC) · Tags: data structures, two pointers

[arvindf232's solution](#)

5404.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-09-19 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy
[arvindf232's solution](#)

5405.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, greedy
[arvindf232's solution](#)

5406.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

5407.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, trees
[arvindf232's solution](#)

5408.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-09-18 · last AC: 2024-09-18 · Kotlin 1.7 (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[arvindf232's solution](#)

5409.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

5410.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[arvindf232's solution](#)

5411.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-09-16 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[arvindf232's solution](#)

5412.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-09-14 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, math
[arvindf232's solution](#)

5413.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-09-13 · Kotlin 1.9 (first AC) · Tags: data structures, interactive, trees
[arvindf232's solution](#)

5414.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-09-12 · Kotlin 1.9 (first AC) · Tags: data structures, dp

[arvindf232's solution](#)

5415.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-09-12 · last AC: 2024-09-12 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[arvindf232's solution](#)

5416.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-09-11 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, math, number theory

[arvindf232's solution](#)

5417.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-09-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, interactive

[arvindf232's solution](#)

5418.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, greedy, math

[arvindf232's solution](#)

5419.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[arvindf232's solution](#)

5420.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2023-12-06 · last AC: 2024-04-05 · Kotlin 1.6 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[arvindf232's solution](#)

5421.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

5422.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-15 · last AC: 2024-01-16 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[arvindf232's solution](#)

5423.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, divide and conquer

[arvindf232's solution](#)

5424.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2023-12-12 · last AC: 2023-12-12 · Kotlin 1.6 (first AC) · Tags: meet-in-the-middle

[arvindf232's solution](#)

5425.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: flows, graph matchings, graphs
[arvindf232's solution](#)

5426.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2023-12-06 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[arvindf232's solution](#)

5427.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2023-12-06 · Kotlin 1.6 (first AC) · Tags: data structures, string suffix structures, strings, trees
[arvindf232's solution](#)

5428.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, hashing
[arvindf232's solution](#)

5429.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[arvindf232's solution](#)

5430.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math, matrices
[arvindf232's solution](#)

5431.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-10-16 · Kotlin 1.6 (first AC) · Tags: binary search, dsu, geometry, graphs, sortings
[arvindf232's solution](#)

5432.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2023-10-13 · Kotlin 1.6 (first AC) · Tags: geometry, greedy
[arvindf232's solution](#)

5433.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: brute force, dp
[arvindf232's solution](#)

5434.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: greedy
[arvindf232's solution](#)

5435.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[arvindf232's solution](#)

5436.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · Kotlin 1.6 (first AC) · Tags: dp, graphs, math, probabilities, trees

[arvindf232's solution](#)

5437.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, implementation, math, sortings

[arvindf232's solution](#)

5438.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[arvindf232's solution](#)

5439.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[arvindf232's solution](#)

5440.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2022-12-24 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, interactive

[arvindf232's solution](#)

5441.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp

[arvindf232's solution](#)

5442.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, probabilities

[arvindf232's solution](#)

5443.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · Kotlin 1.6 (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[arvindf232's solution](#)

5444.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · last AC: 2022-08-07 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, games

[arvindf232's solution](#)

5445.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[arvindf232's solution](#)

5446.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · Kotlin 1.4 (first AC) · Tags: data structures, dp, matrices, shortest paths

[arvindf232's solution](#)

5447.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, math

[arvindf232's solution](#)

5448.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · Kotlin 1.4 (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[arvindf232's solution](#)

5449.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-05-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[arvindf232's solution](#)

5450.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: data structures, number theory

[arvindf232's solution](#)

5451.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-05-03 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, math, number theory

[arvindf232's solution](#)

5452.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2022-05-03 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings

[arvindf232's solution](#)

5453.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[arvindf232's solution](#)

5454.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-05-02 · last AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[arvindf232's solution](#)

5455.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2022-05-01 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, probabilities

[arvindf232's solution](#)

5456.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-05-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[arvindf232's solution](#)

5457.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-04-30 · Kotlin 1.4 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[arvindf232's solution](#)

5458.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-04-30 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[arvindf232's solution](#)

5459.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-04-18 · last AC: 2022-04-18 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[arvindf232's solution](#)

5460.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2022-04-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, interactive, number theory

[arvindf232's solution](#)

5461.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2022-04-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[arvindf232's solution](#)

5462.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2022-04-15 · Kotlin 1.5 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

5463.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-04-14 · Kotlin 1.5 (first AC) · Tags: interactive, math, number theory

[arvindf232's solution](#)

5464.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2022-04-12 · last AC: 2022-04-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, fft, math, number theory

[arvindf232's solution](#)

5465.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-04-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, games, interactive, math

[arvindf232's solution](#)

5466.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2022-04-10 · Kotlin 1.4 (first AC) · Tags: games, implementation, interactive, math
[arvindf232's solution](#)

5467.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2022-03-29 · last AC: 2022-03-29 · Kotlin 1.5 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[arvindf232's solution](#)

5468.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-03-17 · Kotlin 1.5 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[arvindf232's solution](#)

5469.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2022-03-01 · last AC: 2022-03-01 · Kotlin 1.5 (first AC) · Tags: flows, graphs
[arvindf232's solution](#)

5470.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2022-02-26 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory
[arvindf232's solution](#)

5471.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2022-02-23 · Kotlin 1.4 (first AC) · Tags: fft
[arvindf232's solution](#)

5472.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2022-01-19 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math, number theory
[arvindf232's solution](#)

5473.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-11-21 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, probabilities
[arvindf232's solution](#)

5474.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2021-11-15 · Kotlin 1.4 (first AC) · Tags: dp
[arvindf232's solution](#)

5475.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · last AC: 2021-09-15 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[arvindf232's solution](#)

5476.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · Kotlin 2.2 (first AC) · Tags: brute force, combinatorics, constructive

algorithms, implementation, math

[arvindf232's solution](#)

5477.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · Kotlin 2.2 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

5478.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[arvindf232's solution](#)

5479.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[arvindf232's solution](#)

5480.

2078G

[Another Folding Strip](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, divide and conquer, greedy

[arvindf232's solution](#)

5481.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[arvindf232's solution](#)

5482.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[arvindf232's solution](#)

5483.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[arvindf232's solution](#)

5484.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[arvindf232's solution](#)

5485.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-12-11 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[arvindf232's solution](#)

5486.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number

theory

[arvindf232's solution](#)

5487.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, games, math

[arvindf232's solution](#)

5488.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-28 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[arvindf232's solution](#)

5489.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[arvindf232's solution](#)

5490.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · last AC: 2024-09-03 · Kotlin 1.9 (first AC) · Tags: data structures, dp, implementation

[arvindf232's solution](#)

5491.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[arvindf232's solution](#)

5492.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-04-05 · Kotlin 1.7 (first AC) · Tags: brute force, data structures, implementation, math

[arvindf232's solution](#)

5493.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2024-03-25 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, implementation

[arvindf232's solution](#)

5494.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[arvindf232's solution](#)

5495.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dfs and similar

[arvindf232's solution](#)

5496.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

5497.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

5498.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[arvindf232's solution](#)

5499.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[arvindf232's solution](#)

5500.

1910I

[Inverse Problem](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, dp
[arvindf232's solution](#)

5501.

1910G

[Pool Records](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[arvindf232's solution](#)

5502.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-12-07 · last AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: data structures, math, number theory
[arvindf232's solution](#)

5503.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2023-12-07 · last AC: 2023-12-07 · Kotlin 1.6 (first AC) · Tags: data structures, dsu, graphs, trees
[arvindf232's solution](#)

5504.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2023-10-17 · Kotlin 1.6 (first AC) · Tags: data structures, dsu
[arvindf232's solution](#)

5505.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing
[arvindf232's solution](#)

5506.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · Kotlin 1.7 (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[arvindf232's solution](#)

5507.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · Kotlin 1.6 (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[arvindf232's solution](#)

5508.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · last AC: 2023-02-16 · Kotlin 1.7 (first AC) · Tags: bitmasks, dfs and similar, graphs

[arvindf232's solution](#)

5509.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, graphs

[arvindf232's solution](#)

5510.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, probabilities, trees

[arvindf232's solution](#)

5511.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-12-29 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation

[arvindf232's solution](#)

5512.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-12-27 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[arvindf232's solution](#)

5513.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2022-12-13 · Kotlin 1.6 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[arvindf232's solution](#)

5514.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · last AC: 2022-09-19 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, math

[arvindf232's solution](#)

5515.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-06-29 · last AC: 2022-06-29 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, sortings

[arvindf232's solution](#)

5516.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2022-06-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, probabilities

[arvindf232's solution](#)

5517.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-06-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[arvindf232's solution](#)

5518.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2022-06-24 · last AC: 2022-06-24 · Kotlin 1.4 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

5519.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2022-06-24 · Kotlin 1.4 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[arvindf232's solution](#)

5520.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
[arvindf232's solution](#)

5521.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, fft, math
[arvindf232's solution](#)

5522.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, dp, greedy
[arvindf232's solution](#)

5523.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees
[arvindf232's solution](#)

5524.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, math, number theory
[arvindf232's solution](#)

5525.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers
[arvindf232's solution](#)

5526.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers
[arvindf232's solution](#)

5527.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-06-22 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[arvindf232's solution](#)

5528.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2022-06-22 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

5529.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2022-06-21 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

5530.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2022-06-21 · Kotlin 1.6 (first AC) · Tags: greedy, interactive, math, probabilities

[arvindf232's solution](#)

5531.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-06-20 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, interactive

[arvindf232's solution](#)

5532.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[arvindf232's solution](#)

5533.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-06-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dp, greedy

[arvindf232's solution](#)

5534.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-06-15 · Kotlin 1.4 (first AC) · Tags: math, matrices

[arvindf232's solution](#)

5535.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-06-14 · Kotlin 1.4 (first AC) · Tags: dp

[arvindf232's solution](#)

5536.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-06-13 · last AC: 2022-06-13 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[arvindf232's solution](#)

5537.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2022-06-09 · Kotlin 1.4 (first AC) · Tags: math

[arvindf232's solution](#)

5538.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2022-06-09 · Kotlin 1.4 (first AC) · Tags: dp, greedy, implementation, strings

[arvindf232's solution](#)

5539.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2022-06-08 · Kotlin 1.4 (first AC) · Tags: brute force, dp, implementation

[arvindf232's solution](#)

5540.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2022-06-06 · Kotlin 1.4 (first AC) · Tags: bitmasks, games, math, matrices

[arvindf232's solution](#)

5541.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-06-06 · last AC: 2022-06-06 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[arvindf232's solution](#)

5542.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2022-06-02 · Kotlin 1.4 (first AC) · Tags: data structures, geometry, sortings

[arvindf232's solution](#)

5543.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-06-02 · Kotlin 1.4 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

5544.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-05-30 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[arvindf232's solution](#)

5545.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2022-05-30 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, games

[arvindf232's solution](#)

5546.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2022-05-30 · last AC: 2022-05-30 · Kotlin 1.4 (first AC) · Tags: data structures, dp, strings

[arvindf232's solution](#)

5547.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-05-30 · last AC: 2022-05-30 · Kotlin 1.4 (first AC) · Tags: binary search, dp, geometry, graphs

[arvindf232's solution](#)

5548.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-05-27 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[arvindf232's solution](#)

5549.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2022-05-27 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math

[arvindf232's solution](#)

5550.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2022-05-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[arvindf232's solution](#)

5551.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-05-26 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[arvindf232's solution](#)

5552.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-05-23 · Kotlin 1.4 (first AC) · Tags: data structures, hashing, strings, two pointers

[arvindf232's solution](#)

5553.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2022-05-20 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, geometry, trees

[arvindf232's solution](#)

5554.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-05-20 · last AC: 2022-05-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, probabilities

[arvindf232's solution](#)

5555.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2022-05-20 · last AC: 2022-05-20 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[arvindf232's solution](#)

5556.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2022-05-16 · Kotlin 1.5 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

5557.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2022-05-16 · Kotlin 1.5 (first AC) · Tags: brute force

[arvindf232's solution](#)

5558.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2022-05-16 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[arvindf232's solution](#)

5559.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-05-15 · last AC: 2022-05-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, flows, graph matchings

[arvindf232's solution](#)

5560.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-05-13 · Kotlin 1.4 (first AC) · Tags: data structures, probabilities, trees

[arvindf232's solution](#)

5561.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2022-05-13 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings

[arvindf232's solution](#)

5562.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2022-05-13 · Kotlin 1.4 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

5563.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-05-12 · Kotlin 1.4 (first AC) · Tags: 2-sat

[arvindf232's solution](#)

5564.

1210E

[Wojtek and Card Tricks](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2700 · first AC: 2022-05-11 · Kotlin 1.4 (first AC) · Tags: math

[arvindf232's solution](#)

5565.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2022-05-11 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[arvindf232's solution](#)

5566.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2022-05-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, trees

[arvindf232's solution](#)

5567.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, dp, fft, math

[arvindf232's solution](#)

5568.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[arvindf232's solution](#)

5569.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2022-01-14 · last AC: 2022-01-14 · Kotlin 1.4 (first AC) · Tags: dp
[arvindf232's solution](#)

5570.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-01-14 · Kotlin 1.4 (first AC) · Tags: data structures, dp, trees
[arvindf232's solution](#)

5571.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-01-12 · Kotlin 1.4 (first AC) · Tags: dp, flows, graphs
[arvindf232's solution](#)

5572.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2022-01-11 · Kotlin 1.4 (first AC) · Tags: data structures, dp, two pointers
[arvindf232's solution](#)

5573.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-01-10 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[arvindf232's solution](#)

5574.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-01-06 · last AC: 2022-01-06 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, number theory, trees
[arvindf232's solution](#)

5575.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2022-01-06 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, trees
[arvindf232's solution](#)

5576.

989E

[A Trance of Nightfall](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2700 · first AC: 2022-01-05 · last AC: 2022-01-05 · Kotlin 1.4 (first AC) · Tags: dp, geometry, matrices, probabilities
[arvindf232's solution](#)

5577.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2022-01-02 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, greedy
[arvindf232's solution](#)

5578.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-01-02 · Kotlin 1.4 (first AC) · Tags: data structures, dp, geometry
[arvindf232's solution](#)

5579.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2021-12-21 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp
[arvindf232's solution](#)

5580.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2021-12-20 · last AC: 2021-12-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, trees
[arvindf232's solution](#)

5581.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-08-17 · Kotlin 1.4 (first AC) · Tags: dp, math
[arvindf232's solution](#)

5582.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-16 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[arvindf232's solution](#)

5583.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, games
[arvindf232's solution](#)

5584.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[arvindf232's solution](#)

5585.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, probabilities
[arvindf232's solution](#)

5586.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · last AC: 2025-10-10 · Kotlin 2.2 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees
[arvindf232's solution](#)

5587.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · Kotlin 2.2 (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
[arvindf232's solution](#)

5588.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · Kotlin 2.2 (first AC) · Tags: combinatorics, data structures, greedy
[arvindf232's solution](#)

5589.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · last AC: 2025-09-13 · Kotlin 1.9 (first AC) · Tags: *special, data structures, geometry, sortings
[arvindf232's solution](#)

5590.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-08-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[arvindf232's solution](#)

5591.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-08-11 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, probabilities
[arvindf232's solution](#)

5592.

2107F2

[Cycling \(Hard Version\)](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[arvindf232's solution](#)

5593.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-03-19 · Kotlin 1.9 (first AC) · Tags: data structures
[arvindf232's solution](#)

5594.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths
[arvindf232's solution](#)

5595.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · last AC: 2025-01-12 · Kotlin 1.7 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings
[arvindf232's solution](#)

5596.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · Kotlin 1.7 (first AC) · Tags: brute force, combinatorics, dp, math
[arvindf232's solution](#)

5597.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math, sortings
[arvindf232's solution](#)

5598.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math, number theory
[arvindf232's solution](#)

5599.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, games, math

[arvindf232's solution](#)

5600.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · Kotlin 1.9 (first AC) · Tags: chinese remainder theorem, math, number theory
[arvindf232's solution](#)

5601.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math
[arvindf232's solution](#)

5602.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math
[arvindf232's solution](#)

5603.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp
[arvindf232's solution](#)

5604.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[arvindf232's solution](#)

5605.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · Kotlin 1.9 (first AC) · Tags: —
[arvindf232's solution](#)

5606.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
[arvindf232's solution](#)

5607.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-18 · last AC: 2024-01-17 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[arvindf232's solution](#)

5608.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: dp, greedy
[arvindf232's solution](#)

5609.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-12-06 · Kotlin 1.6 (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[arvindf232's solution](#)

5610.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2023-10-13 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[arvindf232's solution](#)

5611.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-10-11 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

5612.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · Kotlin 1.6 (first AC) · Tags: dp

[arvindf232's solution](#)

5613.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · last AC: 2023-06-02 · Kotlin 1.6 (first AC) · Tags: brute force, dp, trees

[arvindf232's solution](#)

5614.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-10-19 · Kotlin 1.6 (first AC) · Tags: brute force, dp, greedy, shortest paths

[arvindf232's solution](#)

5615.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-06-27 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, implementation

[arvindf232's solution](#)

5616.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2022-06-24 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, interactive

[arvindf232's solution](#)

5617.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: brute force, dp, flows, graph matchings

[arvindf232's solution](#)

5618.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-06-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, math

[arvindf232's solution](#)

5619.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2022-06-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[arvindf232's solution](#)

5620.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2022-06-17 · last AC: 2022-06-17 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, fft, math

[arvindf232's solution](#)

5621.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2022-06-14 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

5622.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · Kotlin 1.4 (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[arvindf232's solution](#)

5623.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-06-12 · last AC: 2022-06-12 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[arvindf232's solution](#)

5624.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2022-06-11 · Kotlin 1.4 (first AC) · Tags: data structures

[arvindf232's solution](#)

5625.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2022-06-07 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[arvindf232's solution](#)

5626.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-06-06 · Kotlin 1.4 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

5627.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-06-06 · Kotlin 1.4 (first AC) · Tags: flows, graph matchings, graphs

[arvindf232's solution](#)

5628.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-06-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[arvindf232's solution](#)

5629.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2022-06-05 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[arvindf232's solution](#)

5630.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-06-05 · Kotlin 1.4 (first AC) · Tags: dp, greedy, sortings, trees

[arvindf232's solution](#)

5631.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2022-06-04 · Kotlin 1.4 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[arvindf232's solution](#)

5632.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2022-06-03 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, trees

[arvindf232's solution](#)

5633.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-06-02 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, dp

[arvindf232's solution](#)

5634.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-06-02 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[arvindf232's solution](#)

5635.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-06-02 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer

[arvindf232's solution](#)

5636.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2022-06-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[arvindf232's solution](#)

5637.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-06-01 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[arvindf232's solution](#)

5638.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2022-05-31 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, implementation

[arvindf232's solution](#)

5639.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-05-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[arvindf232's solution](#)

5640.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[arvindf232's solution](#)

5641.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2022-05-25 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, probabilities
[arvindf232's solution](#)

5642.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2022-05-24 · last AC: 2022-05-24 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, string suffix structures
[arvindf232's solution](#)

5643.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-05-23 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp
[arvindf232's solution](#)

5644.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-05-21 · Kotlin 1.4 (first AC) · Tags: binary search, dp, strings
[arvindf232's solution](#)

5645.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2022-05-20 · Kotlin 1.4 (first AC) · Tags: dsu, implementation
[arvindf232's solution](#)

5646.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2022-05-18 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[arvindf232's solution](#)

5647.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-05-16 · Kotlin 1.5 (first AC) · Tags: binary search, dp
[arvindf232's solution](#)

5648.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2022-05-16 · Kotlin 1.4 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

5649.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2022-05-11 · last AC: 2022-05-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[arvindf232's solution](#)

5650.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-05-11 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory
[arvindf232's solution](#)

5651.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-05-10 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[arvindf232's solution](#)

5652.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-05-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[arvindf232's solution](#)

5653.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2022-03-16 · last AC: 2022-03-16 · Kotlin 1.5 (first AC) · Tags: graphs, interactive

[arvindf232's solution](#)

5654.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[arvindf232's solution](#)

5655.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2022-01-13 · last AC: 2022-01-13 · Kotlin 1.4 (first AC) · Tags: brute force, dp, graphs

[arvindf232's solution](#)

5656.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2022-01-12 · Kotlin 1.4 (first AC) · Tags: dp

[arvindf232's solution](#)

5657.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2022-01-08 · Kotlin 1.4 (first AC) · Tags: dp, strings, trees

[arvindf232's solution](#)

5658.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2022-01-08 · Kotlin 1.4 (first AC) · Tags: dp, graph matchings, math, trees

[arvindf232's solution](#)

5659.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2021-12-28 · last AC: 2021-12-28 · Kotlin 1.4 (first AC) · Tags: dp, graphs, math, probabilities

[arvindf232's solution](#)

5660.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: data structures, implementation, math, matrices, trees

[arvindf232's solution](#)

5661.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: dfs and similar, dp, greedy

[arvindf232's solution](#)

5662.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-21 · Kotlin 2.2 (first AC) · Tags: brute force, combinatorics, dp
[arvindf232's solution](#)

5663.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · Kotlin 1.9 (first AC) · Tags: number theory
[arvindf232's solution](#)

5664.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

5665.

2092F

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

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings
[arvindf232's solution](#)

5666.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · Kotlin 1.9 (first AC) · Tags: data structures, greedy
[arvindf232's solution](#)

5667.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings
[arvindf232's solution](#)

5668.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, interactive
[arvindf232's solution](#)

5669.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2024-12-18 · Kotlin 1.7 (first AC) · Tags: binary search, constructive algorithms, implementation
[arvindf232's solution](#)

5670.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2024-12-18 · Kotlin 1.9 (first AC) · Tags: number theory
[arvindf232's solution](#)

5671.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2024-12-16 · Kotlin 1.9 (first AC) · Tags: graphs, greedy, trees
[arvindf232's solution](#)

5672.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-12-16 · last AC: 2024-12-16 · Kotlin 1.7 (first AC) · Tags: bitmasks

[arvindf232's solution](#)

5673.

886F

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

Quality: 293 global accepts · Rating: 2900 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: geometry

[arvindf232's solution](#)

5674.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2024-12-14 · Kotlin 1.9 (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[arvindf232's solution](#)

5675.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2024-12-13 · Kotlin 1.9 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

5676.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2024-12-12 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5677.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-12-12 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, fft, math

[arvindf232's solution](#)

5678.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2024-12-11 · Kotlin 1.9 (first AC) · Tags: dp, graphs, trees

[arvindf232's solution](#)

5679.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2024-12-10 · Kotlin 1.9 (first AC) · Tags: combinatorics, divide and conquer, trees

[arvindf232's solution](#)

5680.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-12-09 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

5681.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2024-12-09 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5682.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2024-12-06 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, greedy

[arvindf232's solution](#)

5683.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-12-06 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

5684.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-12-06 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs

[arvindf232's solution](#)

5685.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

5686.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: graphs

[arvindf232's solution](#)

5687.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2024-12-03 · last AC: 2024-12-03 · Kotlin 1.9 (first AC) · Tags: data structures, dp

[arvindf232's solution](#)

5688.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[arvindf232's solution](#)

5689.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-12-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

5690.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-01 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5691.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-11-28 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[arvindf232's solution](#)

5692.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-11-27 · Kotlin 1.7 (first AC) · Tags: combinatorics, probabilities

[arvindf232's solution](#)

5693.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-11-27 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs

[arvindf232's solution](#)

5694.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2024-11-26 · Kotlin 1.9 (first AC) · Tags: dp, trees

[arvindf232's solution](#)

5695.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2024-11-13 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[arvindf232's solution](#)

5696.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-11-11 · Kotlin 1.9 (first AC) · Tags: bitmasks, divide and conquer, trees

[arvindf232's solution](#)

5697.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

5698.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-10-27 · last AC: 2024-10-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[arvindf232's solution](#)

5699.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy

[arvindf232's solution](#)

5700.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-31 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[arvindf232's solution](#)

5701.

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special

[arvindf232's solution](#)

5702.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-12-10 · last AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, number theory, probabilities

[arvindf232's solution](#)

5703.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2023-12-10 · last AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, hashing, math, number theory

[arvindf232's solution](#)

5704.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: games, number theory

[arvindf232's solution](#)

5705.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-02 · last AC: 2023-06-02 · Kotlin 1.4 (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[arvindf232's solution](#)

5706.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-22 · last AC: 2023-01-28 · Kotlin 1.4 (first AC) · Tags: combinatorics, fft, math, number theory

[arvindf232's solution](#)

5707.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · Kotlin 1.7 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

5708.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-12-29 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation

[arvindf232's solution](#)

5709.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · Kotlin 1.6 (first AC) · Tags: graph matchings, math

[arvindf232's solution](#)

5710.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: binary search, interactive

[arvindf232's solution](#)

5711.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy, math

[arvindf232's solution](#)

5712.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · Kotlin 1.6 (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[arvindf232's solution](#)

5713.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[arvindf232's solution](#)

5714.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2022-06-29 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy

[arvindf232's solution](#)

5715.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-28 · Kotlin 1.4 (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[arvindf232's solution](#)

5716.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-06-24 · Kotlin 1.4 (first AC) · Tags: interactive, math, number theory, probabilities

[arvindf232's solution](#)

5717.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-06-23 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, trees

[arvindf232's solution](#)

5718.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2022-06-20 · Kotlin 1.6 (first AC) · Tags: data structures, sortings, two pointers

[arvindf232's solution](#)

5719.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-06-20 · last AC: 2022-06-20 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[arvindf232's solution](#)

5720.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2022-06-17 · Kotlin 1.4 (first AC) · Tags: dp, greedy, shortest paths

[arvindf232's solution](#)

5721.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2022-06-15 · last AC: 2022-06-15 · Kotlin 1.4 (first AC) · Tags: data structures, dsu

[arvindf232's solution](#)

5722.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-06-14 · Kotlin 1.4 (first AC) · Tags: data structures, dp

[arvindf232's solution](#)

5723.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2022-06-13 · Kotlin 1.4 (first AC) · Tags: combinatorics, fft, math

[arvindf232's solution](#)

5724.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-06-13 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dp, geometry

[arvindf232's solution](#)

5725.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-06-11 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

5726.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[arvindf232's solution](#)

5727.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2022-06-03 · last AC: 2022-06-03 · Kotlin 1.4 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[arvindf232's solution](#)

5728.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-06-01 · Kotlin 1.4 (first AC) · Tags: dp, greedy, two pointers

[arvindf232's solution](#)

5729.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2022-05-28 · last AC: 2022-05-28 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math, trees

[arvindf232's solution](#)

5730.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2022-05-21 · Kotlin 1.4 (first AC) · Tags: dp

[arvindf232's solution](#)

5731.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2022-05-19 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, flows

[arvindf232's solution](#)

5732.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-05-18 · Kotlin 1.5 (first AC) · Tags: binary search, combinatorics, number theory

[arvindf232's solution](#)

5733.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2022-05-16 · last AC: 2022-05-16 · Kotlin 1.5 (first AC) · Tags: math

[arvindf232's solution](#)

5734.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-03-07 · Kotlin 1.4 (first AC) · Tags: greedy, number theory, probabilities

[arvindf232's solution](#)

5735.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2022-01-12 · Kotlin 1.4 (first AC) · Tags: dp, geometry

[arvindf232's solution](#)

5736.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2022-01-08 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, dp

[arvindf232's solution](#)

5737.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2022-01-07 · Kotlin 1.4 (first AC) · Tags: dp, strings

[arvindf232's solution](#)

5738.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2022-01-01 · last AC: 2022-01-01 · Kotlin 1.4 (first AC) · Tags: data structures, dp, math

[arvindf232's solution](#)

5739.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2021-12-28 · last AC: 2021-12-28 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, matrices

[arvindf232's solution](#)

5740.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2021-12-22 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, dp

[arvindf232's solution](#)

5741.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2021-12-19 · last AC: 2021-12-19 · Kotlin 1.4 (first AC) · Tags: dp, flows, greedy

[arvindf232's solution](#)

5742.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2021-12-19 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

5743.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2021-12-17 · last AC: 2021-12-17 · Kotlin 1.4 (first AC) · Tags: dp, hashing, trees

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5744.

1581F

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Rating: 2900 · first AC: 2021-09-30 · Kotlin 1.4 (first AC) · Tags: dp, graphs, trees

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5745.

848D

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5746.

1540C2

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5747.

2199I

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5748.

2158F2

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5749.

2161F

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Quality: 346 global accepts · Rating: 3000 · first AC: 2025-10-30 · Kotlin 1.7 (first AC) · Tags: combinatorics, graphs, trees

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5750.

1854E

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Quality: 526 global accepts · Rating: 3000 · first AC: 2025-08-11 · last AC: 2025-08-11 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

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5751.

1842H

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5752.

2109F

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Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-17 · Kotlin 1.9 (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

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5753.

2075F

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Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, implementation

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5754.

2056F2

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5755.

2057G

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Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, math

[arvindf232's solution](#)

5756.

843E

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Quality: 473 global accepts · Rating: 3000 · first AC: 2024-12-18 · Kotlin 1.9 (first AC) · Tags: flows, graphs

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5757.

859G

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Quality: 189 global accepts · Rating: 3000 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: math

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5758.

889E

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Quality: 670 global accepts · Rating: 3000 · first AC: 2024-12-15 · Kotlin 1.7 (first AC) · Tags: binary search, dp, math

[arvindf232's solution](#)

5759.

891E

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Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-12-14 · Kotlin 1.7 (first AC) · Tags: combinatorics, math, matrices

[arvindf232's solution](#)

5760.

1019C

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Quality: 1,455 global accepts · Rating: 3000 · first AC: 2024-12-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs

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5761.

1097G

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Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, trees

[arvindf232's solution](#)

5762.

1168D

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Quality: 435 global accepts · Rating: 3000 · first AC: 2024-12-02 · Kotlin 1.9 (first AC) · Tags: dp, implementation, trees

[arvindf232's solution](#)

5763.

1175G

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Quality: 707 global accepts · Rating: 3000 · first AC: 2024-11-29 · Kotlin 1.7 (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

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5764.

1181E2

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Quality: 398 global accepts · Rating: 3000 · first AC: 2024-11-29 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, sortings

[arvindf232's solution](#)

5765.

1236F

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Quality: 213 global accepts · Rating: 3000 · first AC: 2024-11-27 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graphs, math, probabilities

[arvindf232's solution](#)

5766.

1299D

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Quality: 528 global accepts · Rating: 3000 · first AC: 2024-11-26 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[arvindf232's solution](#)

5767.

1320E

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paths, trees

[arvindf232's solution](#)

5768.

1361E

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[arvindf232's solution](#)

5769.

1381D

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Quality: 825 global accepts · Rating: 3000 · first AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[arvindf232's solution](#)

5770.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-23 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math, probabilities

[arvindf232's solution](#)

5771.

1418F

[Equal Product](#) · [Tutorial](#)

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5772.

1446D2

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Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-11-22 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, two pointers

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5773.

1474F

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Quality: 323 global accepts · Rating: 3000 · first AC: 2024-11-14 · Kotlin 1.7 (first AC) · Tags: dp, math, matrices

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5774.

1476F

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Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-11-14 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp

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5775.

1526F

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Quality: 388 global accepts · Rating: 3000 · first AC: 2024-11-13 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, interactive, probabilities

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5776.

1534F2

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Quality: 705 global accepts · Rating: 3000 · first AC: 2024-11-13 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[arvindf232's solution](#)

5777.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2024-11-12 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

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5778.

1552G

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5779.

1558E

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Quality: 702 global accepts · Rating: 3000 · first AC: 2024-11-11 · Kotlin 1.9 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

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5780.

2029G

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Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · Kotlin 1.7 (first AC) · Tags: data structures, dp

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5781.

1569F

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5782.

1603D

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5783.

1616H

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5784.

1659F

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5785.

1758F

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Quality: 218 global accepts · Rating: 3000 · first AC: 2024-10-31 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures

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5786.

1667E

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Quality: 811 global accepts · Rating: 3000 · first AC: 2024-10-29 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, fft, math

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5787.

1889D

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Quality: 914 global accepts · Rating: 3000 · first AC: 2024-09-12 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

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5788.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2024-06-14 · Kotlin 1.9 (first AC) · Tags: dp, interactive

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5789.

1934E

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Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, number theory

[arvindf232's solution](#)

5790.

1909G

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Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-16 · Kotlin 1.9 (first AC) · Tags: hashing, strings

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5791.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-13 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

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5792.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-03 · last AC: 2023-12-03 · Kotlin 1.6 (first AC) · Tags: interactive

[arvindf232's solution](#)

5793.

1838F

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Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-04 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, interactive

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5794.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, shortest paths

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5795.

1707D

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5796.

1442E

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Quality: 788 global accepts · Rating: 3000 · first AC: 2022-07-10 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[arvindf232's solution](#)

5797.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2022-07-06 · Kotlin 1.6 (first AC) · Tags: greedy, math

[arvindf232's solution](#)

5798.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-07-01 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp

[arvindf232's solution](#)

5799.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2022-06-11 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[arvindf232's solution](#)

5800.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

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5801.

1267G

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5802.

1252D

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5803.

1250D

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5804.

1610F

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5805.

1637G

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Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · last AC: 2022-02-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

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5806.

1063E

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5807.

1965E

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Quality: 466 global accepts · Rating: 3100 · first AC: 2025-08-10 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games

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5808.

2096F

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5809.

2089C2

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5810.

2068D

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Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

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5811.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · Kotlin 1.9 (first AC) · Tags: data structures, dp

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5812.

830E

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Quality: 338 global accepts · Rating: 3100 · first AC: 2024-12-18 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

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5813.

855F

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Quality: 578 global accepts · Rating: 3100 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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5814.

896E

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Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

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5815.

908H

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5816.

923E

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Quality: 516 global accepts · Rating: 3100 · first AC: 2024-12-13 · Kotlin 1.9 (first AC) · Tags: fft, math, matrices

[arvindf232's solution](#)

5817.

925F

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Quality: 168 global accepts · Rating: 3100 · first AC: 2024-12-13 · last AC: 2024-12-13 · Kotlin 1.9 (first AC) · Tags: binary search, flows

[arvindf232's solution](#)

5818.

960H

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Quality: 348 global accepts · Rating: 3100 · first AC: 2024-12-12 · Kotlin 1.9 (first AC) · Tags: data structures, trees

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5819.

963E

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Quality: 651 global accepts · Rating: 3100 · first AC: 2024-12-12 · Kotlin 1.9 (first AC) · Tags: math

[arvindf232's solution](#)

5820.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2024-12-10 · last AC: 2024-12-11 · Kotlin 1.9 (first AC) · Tags: combinatorics, data structures, dp, fft, math

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5821.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2024-12-07 · Kotlin 1.9 (first AC) · Tags: implementation

[arvindf232's solution](#)

5822.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: dp, greedy, math, probabilities

[arvindf232's solution](#)

5823.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-12-04 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp

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5824.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-12-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games, trees

[arvindf232's solution](#)

5825.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-12-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation

[arvindf232's solution](#)

5826.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-12-03 · Kotlin 1.9 (first AC) · Tags: binary search, interactive, trees

[arvindf232's solution](#)

5827.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2024-11-29 · Kotlin 1.7 (first AC) · Tags: fft, math, number theory

[arvindf232's solution](#)

5828.

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2024-11-28 · Kotlin 1.7 (first AC) · Tags: math, matrices

[arvindf232's solution](#)

5829.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-11-28 · Kotlin 1.7 (first AC) · Tags: dp

[arvindf232's solution](#)

5830.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2024-11-28 · Kotlin 1.9 (first AC) · Tags: combinatorics, strings

[arvindf232's solution](#)

5831.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2024-11-27 · last AC: 2024-11-27 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[arvindf232's solution](#)

5832.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[arvindf232's solution](#)

5833.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: dp, fft, math

[arvindf232's solution](#)

5834.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-11-15 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp, math

[arvindf232's solution](#)

5835.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-11-13 · last AC: 2024-11-13 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

5836.

1508E

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Quality: 392 global accepts · Rating: 3100 · first AC: 2024-11-13 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[arvindf232's solution](#)

5837.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-11-07 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dsu, trees

[arvindf232's solution](#)

5838.

1958I

[Equal Trees](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, graphs, meet-in-the-middle

[arvindf232's solution](#)

5839.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math

[arvindf232's solution](#)

5840.

1948G

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Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[arvindf232's solution](#)

5841.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: data structures, dp, trees

[arvindf232's solution](#)

5842.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[arvindf232's solution](#)

5843.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · Kotlin 1.6 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[arvindf232's solution](#)

5844.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2022-07-21 · Kotlin 1.6 (first AC) · Tags: data structures, graphs, interactive

[arvindf232's solution](#)

5845.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2022-07-20 · Kotlin 1.6 (first AC) · Tags: dp, greedy, trees

[arvindf232's solution](#)

5846.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-07-19 · Kotlin 1.6 (first AC) · Tags: data structures, hashing, sortings, two pointers

[arvindf232's solution](#)

5847.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-07-15 · Kotlin 1.6 (first AC) · Tags: data structures, games

[arvindf232's solution](#)

5848.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-07-11 · Kotlin 1.6 (first AC) · Tags: data structures, graphs, greedy

[arvindf232's solution](#)

5849.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2022-07-09 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, fft

[arvindf232's solution](#)

5850.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2022-07-05 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, graphs, trees

[arvindf232's solution](#)

5851.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2022-07-02 · Kotlin 1.4 (first AC) · Tags: data structures, trees

[arvindf232's solution](#)

5852.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2022-06-30 · Kotlin 1.4 (first AC) · Tags: data structures

[arvindf232's solution](#)

5853.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2022-03-18 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, data structures

[arvindf232's solution](#)

5854.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-03-15 · Kotlin 1.5 (first AC) · Tags: data structures, math, matrices, probabilities

[arvindf232's solution](#)

5855.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-03-13 · Kotlin 1.5 (first AC) · Tags: bitmasks, divide and conquer, math

[arvindf232's solution](#)

5856.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2022-03-13 · Kotlin 1.5 (first AC) · Tags: binary search, brute force, greedy, shortest paths

[arvindf232's solution](#)

5857.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-03-10 · Kotlin 1.4 (first AC) · Tags: dp, implementation

[arvindf232's solution](#)

5858.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2021-09-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

5859.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · Kotlin 2.2 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[arvindf232's solution](#)

5860.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · Kotlin 2.2 (first AC) · Tags: dp, greedy, math

[arvindf232's solution](#)

5861.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: graphs, greedy, shortest paths

[arvindf232's solution](#)

5862.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-05-02 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, interactive

[arvindf232's solution](#)

5863.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[arvindf232's solution](#)

5864.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · Kotlin 1.7 (first AC) · Tags: dp, number theory

[arvindf232's solution](#)

5865.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-10-29 · Kotlin 1.9 (first AC) · Tags: binary search, dp, games, greedy, trees

[arvindf232's solution](#)

5866.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, sortings

[arvindf232's solution](#)

5867.

1958J

[Necromancer](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[arvindf232's solution](#)

5868.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[arvindf232's solution](#)

5869.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-06-03 · last AC: 2023-06-03 · Kotlin 1.6 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[arvindf232's solution](#)

5870.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, greedy, trees

[arvindf232's solution](#)

5871.

1482G

[Vabank](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 3200 · first AC: 2022-07-20 · Kotlin 1.6 (first AC) · Tags: binary search, interactive

[arvindf232's solution](#)

5872.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-07-16 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[arvindf232's solution](#)

5873.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2022-07-08 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, greedy
[arvindf232's solution](#)

5874.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2022-07-05 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[arvindf232's solution](#)

5875.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2022-07-03 · Kotlin 1.4 (first AC) · Tags: data structures, geometry, graphs, trees
[arvindf232's solution](#)

5876.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-07-02 · Kotlin 1.4 (first AC) · Tags: math, probabilities
[arvindf232's solution](#)

5877.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2022-07-02 · Kotlin 1.4 (first AC) · Tags: matrices
[arvindf232's solution](#)

5878.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2022-06-04 · Kotlin 1.4 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers
[arvindf232's solution](#)

5879.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, math, matrices
[arvindf232's solution](#)

5880.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2022-03-19 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, interactive
[arvindf232's solution](#)

5881.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-03-15 · Kotlin 1.5 (first AC) · Tags: data structures, strings
[arvindf232's solution](#)

5882.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2022-03-09 · Kotlin 1.4 (first AC) · Tags: binary search, math, number theory
[arvindf232's solution](#)

5883.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2022-03-08 · Kotlin 1.4 (first AC) · Tags: bitmasks, data structures
[arvindf232's solution](#)

5884.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-03-07 · Kotlin 1.4 (first AC) · Tags: data structures

[arvindf232's solution](#)

5885.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-08-09 · last AC: 2021-08-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

5886.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[arvindf232's solution](#)

5887.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2025-12-18 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, divide and conquer

[arvindf232's solution](#)

5888.

2154F2

[Bombing \(Hard Version\)](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-19 · Kotlin 2.2 (first AC) · Tags: combinatorics, dp

[arvindf232's solution](#)

5889.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[arvindf232's solution](#)

5890.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-13 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, dp

[arvindf232's solution](#)

5891.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[arvindf232's solution](#)

5892.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-11-21 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[arvindf232's solution](#)

5893.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · Kotlin 1.7 (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[arvindf232's solution](#)

5894.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-24 · last AC: 2022-10-24 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, greedy

[arvindf232's solution](#)

5895.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-10-06 · Kotlin 1.6 (first AC) · Tags: combinatorics, data structures, greedy, sortings
[arvindf232's solution](#)

5896.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2022-02-08 · Kotlin 1.4 (first AC) · Tags: data structures, sortings
[arvindf232's solution](#)

5897.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2021-11-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms
[arvindf232's solution](#)

5898.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2021-09-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math
[arvindf232's solution](#)

5899.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2025-08-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[arvindf232's solution](#)

5900.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory
[arvindf232's solution](#)

5901.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-12-30 · Kotlin 1.6 (first AC) · Tags: flows, graph matchings, graphs, number theory
[arvindf232's solution](#)

5902.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · Kotlin 1.9 (first AC) · Tags: dp, graphs
[arvindf232's solution](#)

5903.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: flows, graph matchings, graphs
[arvindf232's solution](#)

5904.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-05 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, math
[arvindf232's solution](#)

5905.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-25 · last AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: constructive algorithms,

implementation, sortings

[arvindf232's solution](#)

5906.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, sortings

[arvindf232's solution](#)

5907.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2024-11-20 · Kotlin 1.9 (first AC) · Tags: interactive, probabilities, trees

[arvindf232's solution](#)

5908.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-09-20 · last AC: 2024-09-22 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, trees

[arvindf232's solution](#)

5909.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2023-11-25 · Kotlin 1.7 (first AC) · Tags: brute force, dp, fft, math, number theory

[arvindf232's solution](#)

5910.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-12-29 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[arvindf232's solution](#)

5911.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-17 · Kotlin 1.6 (first AC) · Tags: binary search, data structures

[arvindf232's solution](#)

5912.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[arvindf232's solution](#)

5913.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[arvindf232's solution](#)

5914.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, data structures, sortings

[arvindf232's solution](#)

5915.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,759 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: dp, math

[arvindf232's solution](#)

5916.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: greedy, sortings

[arvindf232's solution](#)

5917.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: brute force, dp, math

[arvindf232's solution](#)

5918.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5919.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5920.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5921.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5922.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5923.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5924.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5925.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5926.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5927.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · Kotlin 2.2 (first AC) · Tags: —

[arvindf232's solution](#)

5928.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · Kotlin 2.2 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[arvindf232's solution](#)

5929.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: — · first AC: 2025-11-03 · Kotlin 2.2 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[arvindf232's solution](#)

5930.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,304 global accepts · Rating: — · first AC: 2025-11-03 · Kotlin 2.2 (first AC) · Tags: bitmasks, communication, interactive, math

[arvindf232's solution](#)

5931.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: — · first AC: 2025-11-03 · Kotlin 2.2 (first AC) · Tags: communication, constructive algorithms, interactive

[arvindf232's solution](#)

5932.

105833E

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

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5933.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5934.

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5935.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · Kotlin 1.7 (first AC) · Tags: —

[arvindf232's solution](#)

5936.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5937.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5938.

105833I

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

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5939.

105833F

[Fair Forgery](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5940.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5941.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5942.

2087H

[Nim with Special Numbers](#) · [Tutorial](#)

Quality: 28 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

5943.

2087G

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

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[arvindf232's solution](#)

5944.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[arvindf232's solution](#)

5945.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[arvindf232's solution](#)

5946.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[arvindf232's solution](#)

5947.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[arvindf232's solution](#)

5948.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

5949.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

5950.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, geometry

[arvindf232's solution](#)

5951.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special, geometry

[arvindf232's solution](#)

5952.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special, number theory

[arvindf232's solution](#)

5953.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, games, interactive

[arvindf232's solution](#)

5954.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special, string suffix structures

[arvindf232's solution](#)

5955.

105622G

[Crown](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5956.

105622F

[Mirror II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5957.

105622E

[Mirror I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5958.

105622D

[Cow the Tree Nerd](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5959.

105622C

[Painting a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5960.

105622B

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5961.

105622A

[Cyclic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5962.

105445E

[Sigma Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[arvindf232's solution](#)

5963.

105445D

[YEET!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5964.

105445G

[Timosh and Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5965.

105445F

[Ranking Random Pick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · Kotlin 1.7 (first AC) · Tags: —

[arvindf232's solution](#)

5966.

105445C

[Sigma Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · Kotlin 1.7 (first AC) · Tags: —

[arvindf232's solution](#)

5967.

105445A

[Sum Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5968.

105445B

[Interviews](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5969.

2011I

[Stack and Queue](#) · [Tutorial](#)

Quality: 23 global accepts · Rating: — · first AC: 2024-09-30 · last AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, divide and conquer

[arvindf232's solution](#)

5970.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, graphs, greedy

[arvindf232's solution](#)

5971.

2011G

[Removal of a Permutation](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

5972.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy

[arvindf232's solution](#)

5973.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings

[arvindf232's solution](#)

5974.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

5975.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

5976.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

5977.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[arvindf232's solution](#)

5978.

102586C

[Sum Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · last AC: 2024-04-07 · Kotlin 1.7 (first AC) · Tags: —

[arvindf232's solution](#)

5979.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5980.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5981.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[arvindf232's solution](#)

5982.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · Python 3 (first AC) · Tags: —

[arvindf232's solution](#)

5983.

105071G

[:wink:](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5984.

105071E

[Something's Fishy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: —

[arvindf232's solution](#)

5985.

105071B

[Working Out](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: —

[arvindf232's solution](#)

5986.

105071K

[Vote Here!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: —

[arvindf232's solution](#)

5987.

105071J

[Gacha Rolling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: —

[arvindf232's solution](#)

5988.

105071I

[Oh It's XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5989.

105071H

[Find the Bug Week 15](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5990.

105071F

[Those Who Know](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: —

[arvindf232's solution](#)

5991.

105071D

[Prestige Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

5992.

105071C

[Passcode](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: —

[arvindf232's solution](#)

5993.

105071A

[Are you a Robot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: —

[arvindf232's solution](#)

5994.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[arvindf232's solution](#)

5995.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[arvindf232's solution](#)

5996.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, games, math

[arvindf232's solution](#)

5997.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: *special, binary search, dfs and similar, math

[arvindf232's solution](#)

5998.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: *special, brute force

[arvindf232's solution](#)

5999.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: *special, brute force, schedules

[arvindf232's solution](#)

6000.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: *special, strings

[arvindf232's solution](#)

6001.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · Kotlin 1.9 (first AC) · Tags: *special, strings

[arvindf232's solution](#)

6002.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

6003.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[arvindf232's solution](#)

6004.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

6005.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[arvindf232's solution](#)

6006.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[arvindf232's solution](#)

6007.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

6008.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[arvindf232's solution](#)

6009.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[arvindf232's solution](#)

6010.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[arvindf232's solution](#)

6011.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

6012.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Kotlin 1.7 (first AC) · Tags: —

[arvindf232's solution](#)

6013.

105028D

[Tree Merger](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · Kotlin 1.9 (first AC) · Tags: —

[arvindf232's solution](#)

6014.

1940A

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

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · last AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[arvindf232's solution](#)

6015.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · last AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[arvindf232's solution](#)

6016.

1940C

[Burenka and Pether](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: — · first AC: 2024-03-09 · Kotlin 1.9 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, dsu, graphs, sortings, trees

[arvindf232's solution](#)

6017.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[arvindf232's solution](#)

6018.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · Kotlin 1.9 (first AC) · Tags: *special, dfs and similar, two pointers

[arvindf232's solution](#)

6019.

104855F

[Regular Covering](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6020.

104855A

[GCD,LCM and AVG](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6021.

104855E

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

Rating: — · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6022.

104855D

[Colorful Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6023.

104855C

[Hungry Shark](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6024.

104855B

[Yugandhar's Letter for Diya](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6025.

104614E

[Hilbert's Hedge Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6026.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[arvindf232's solution](#)

6027.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6028.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[arvindf232's solution](#)

6029.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2023-10-01 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6030.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[arvindf232's solution](#)

6031.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6032.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[arvindf232's solution](#)

6033.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · Kotlin 1.6 (first AC) · Tags: —

[arvindf232's solution](#)

6034.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[arvindf232's solution](#)

6035.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[arvindf232's solution](#)

6036.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · Kotlin 1.6 (first AC) · Tags: *special, brute force, implementation
[arvindf232's solution](#)

6037.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math
[arvindf232's solution](#)

6038.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[arvindf232's solution](#)

6039.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, constructive algorithms, math, number theory
[arvindf232's solution](#)

6040.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, expression parsing, strings
[arvindf232's solution](#)

6041.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arvindf232's solution](#)

6042.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arvindf232's solution](#)

6043.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arvindf232's solution](#)

6044.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arvindf232's solution](#)

6045.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arvindf232's solution](#)

6046.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6047.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6048.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[arvindf232's solution](#)

6049.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6050.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6051.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6052.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6053.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6054.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[arvindf232's solution](#)

6055.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6056.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · Kotlin 1.6 (first AC) · Tags: —
[arvindf232's solution](#)

6057.

103470J

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6065.

102511G

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6066.

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6067.

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6068.

102511D

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102482D

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6070.

102482A

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6073.

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6074.

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6075.

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6076.

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6077.

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6078.

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6079.

102835E

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6080.

102835M

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6081.

102835A

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6082.

1662L

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6083.

1662D

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Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, strings

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6084.

16620

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Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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6085.

1662F

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Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

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6086.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[arvindf232's solution](#)

6087.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: brute force, math

[arvindf232's solution](#)

6088.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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6089.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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6090.

1663C

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Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

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6091.

1663D

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Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, dp, math
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6092.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · Kotlin 1.4 (first AC) · Tags: *special, divide and conquer, implementation, math
[arvindf232's solution](#)

6093.

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Kotlin 1.4 (first AC) · Tags: *special, expression parsing, trees
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6094.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-02 · PyPy 3 (first AC) · Tags: *special, bitmasks
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6095.

1331A

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Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-02 · PyPy 3 (first AC) · Tags: *special
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