

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

<https://cfelitetracker.vercel.app>

Unique solved — aryanc403

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

Sort: Problem rating · easier first

Filters: none

Count: 2,733

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,781 global accepts · Rating: 800 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[aryanc403's solution](#)

2.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 800 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[aryanc403's solution](#)

3.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,680 global accepts · Rating: 800 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

4.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,920 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math
[aryanc403's solution](#)

5.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,473 global accepts · Rating: 800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[aryanc403's solution](#)

6.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,128 global accepts · Rating: 800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[aryanc403's solution](#)

7.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,505 global accepts · Rating: 800 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[aryanc403's solution](#)

8.

2195A

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

Quality: 35,452 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[aryanc403's solution](#)

9.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

10.

2173A

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

Quality: 23,781 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

11.

2170A

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

Quality: 19,935 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[aryanc403's solution](#)

12.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

13.

2134A

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

Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[aryanc403's solution](#)

14.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

15.

2072A

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

Quality: 40,660 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[aryanc403's solution](#)

16.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[aryanc403's solution](#)

17.

2065B

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

Quality: 42,074 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[aryanc403's solution](#)

18.

2065A

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

Quality: 55,633 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[aryanc403's solution](#)

19.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[aryanc403's solution](#)

20.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[aryanc403's solution](#)

21.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,099 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[aryanc403's solution](#)

22.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[aryanc403's solution](#)

23.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[aryanc403's solution](#)

24.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy
[aryanc403's solution](#)

25.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

26.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,262 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[aryanc403's solution](#)

27.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[aryanc403's solution](#)

28.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,760 global accepts · Rating: 800 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[aryanc403's solution](#)

29.

2051A

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

Quality: 35,179 global accepts · Rating: 800 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[aryanc403's solution](#)

30.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

31.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[aryanc403's solution](#)

32.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,271 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

33.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

34.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,215 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[aryanc403's solution](#)

35.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[aryanc403's solution](#)

36.

2031A

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

Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[aryanc403's solution](#)

37.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[aryanc403's solution](#)

38.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aryanc403's solution](#)

39.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[aryanc403's solution](#)

40.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aryanc403's solution](#)

41.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

42.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers
[aryanc403's solution](#)

43.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[aryanc403's solution](#)

44.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[aryanc403's solution](#)

45.

2014B

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

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[aryanc403's solution](#)

46.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

47.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

48.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,226 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[aryanc403's solution](#)

49.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,970 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[aryanc403's solution](#)

50.

2008C

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

Quality: 36,481 global accepts · Rating: 800 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[aryanc403's solution](#)

51.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[aryanc403's solution](#)

52.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aryanc403's solution](#)

53.

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[aryanc403's solution](#)

54.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[aryanc403's solution](#)

55.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

56.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

57.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

58.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[aryanc403's solution](#)

59.

2000A

[Primary Task](#) · [Tutorial](#)

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

[aryanc403's solution](#)

60.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[aryanc403's solution](#)

61.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[aryanc403's solution](#)

62.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,642 global accepts · Rating: 800 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

63.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,939 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

64.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

65.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[aryanc403's solution](#)

66.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

67.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[aryanc403's solution](#)

68.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

69.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[aryanc403's solution](#)

70.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[aryanc403's solution](#)

71.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,235 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[aryanc403's solution](#)

72.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

73.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

74.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,987 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[aryanc403's solution](#)

75.

1985B

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

Quality: 56,770 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[aryanc403's solution](#)

76.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

77.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

78.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[aryanc403's solution](#)

79.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[aryanc403's solution](#)

80.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[aryanc403's solution](#)

81.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[aryanc403's solution](#)

82.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[aryanc403's solution](#)

83.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[aryanc403's solution](#)

84.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[aryanc403's solution](#)

85.

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[aryanc403's solution](#)

86.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,920 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

87.

1971A

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

Quality: 59,491 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[aryanc403's solution](#)

88.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,712 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

89.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[aryanc403's solution](#)

90.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[aryanc403's solution](#)

91.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[aryanc403's solution](#)

92.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[aryanc403's solution](#)

93.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[aryanc403's solution](#)

94.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[aryanc403's solution](#)

95.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

96.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[aryanc403's solution](#)

97.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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98.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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99.

1933B

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

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100.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

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101.

1932A

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Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

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102.

1930A

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103.

1931B

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104.

1931A

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105.

1927A

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106.

1921B

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107.

1921A

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108.

1920A

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109.

1919B

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110.

1919A

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111.

1907A

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Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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112.

1916A

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113.

1915C

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114.

1915B

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

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115.

1915A

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116.

1914B

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[aryanc403's solution](#)

117.

1914A

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118.

1913A

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119.

1905A

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120.

1902A

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121.

1896A

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122.

1886A

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Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[aryanc403's solution](#)

123.

1882A

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Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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124.

1870A

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125.

1866A

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Quality: 51,351 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[aryanc403's solution](#)

126.

1861A

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Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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127.

1864A

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Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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128.

1849A

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[aryanc403's solution](#)

129.

1844A

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130.

1842A

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Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
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131.

1832A

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Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
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132.

1810B

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Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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133.

1810A

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134.

1804A

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135.

1799A

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136.

1789B

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137.

1789A

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Quality: 32,972 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[aryanc403's solution](#)

138.

1776A

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Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[aryanc403's solution](#)

139.

1787A

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[aryanc403's solution](#)

140.

1777A

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Quality: 44,016 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

141.

1782A

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Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[aryanc403's solution](#)

142.

1783A

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

Quality: 48,721 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[aryanc403's solution](#)

143.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aryanc403's solution](#)

144.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

145.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,100 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[aryanc403's solution](#)

146.

1772A

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Quality: 60,431 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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147.

1706A

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Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[aryanc403's solution](#)

148.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
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149.

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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150.

1673A

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151.

1635A

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Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
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152.

1633B

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153.

1612A

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[aryanc403's solution](#)

154.

1621A

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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

155.

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

156.

1608A

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[aryanc403's solution](#)

157.

1586A

[Windblume Ode](#) · [Tutorial](#)

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

[aryanc403's solution](#)

158.

1571A

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

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159.

1569A

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Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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160.

1451A

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161.

1557A

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162.

1554A

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Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[aryanc403's solution](#)

163.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[aryanc403's solution](#)

164.

1551B1

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Quality: 31,325 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[aryanc403's solution](#)

165.

1551A

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Quality: 58,356 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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166.

1553A

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Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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167.

1530B

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168.

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

169.

1550A

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Quality: 29,462 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

170.

1547B

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171.

1547A

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172.

1490A

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Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

173.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[aryanc403's solution](#)

174.

1335A

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Quality: 104,802 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[aryanc403's solution](#)

175.

1433A

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Quality: 62,648 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

176.

1433B

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Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

177.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

178.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[aryanc403's solution](#)

179.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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180.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[aryanc403's solution](#)

181.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,156 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[aryanc403's solution](#)

182.

1523A

[Game of Life](#) · [Tutorial](#)

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183.

1526A

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Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[aryanc403's solution](#)

184.

1527A

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Quality: 41,904 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[aryanc403's solution](#)

185.

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

186.

1513A

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Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[aryanc403's solution](#)

187.

1516A

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Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[aryanc403's solution](#)

188.

1520A

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Quality: 58,459 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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189.

1520B

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Quality: 49,632 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[aryanc403's solution](#)

190.

1515A

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Quality: 21,125 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[aryanc403's solution](#)

191.

1519B

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Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[aryanc403's solution](#)

192.

1519A

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Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[aryanc403's solution](#)

193.

1517A

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Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

194.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

195.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

196.

1499A

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Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[aryanc403's solution](#)

197.

1481A

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Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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198.

1491A

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Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[aryanc403's solution](#)

199.

1437A

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Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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200.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,474 global accepts · Rating: 800 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[aryanc403's solution](#)

201.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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202.

1391A

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Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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203.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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204.

1348A

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Quality: 42,850 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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205.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[aryanc403's solution](#)

206.

1325B

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Quality: 38,824 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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207.

1312A

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Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

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208.

1316A

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Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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209.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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210.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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211.

1304A

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212.

1303A

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Quality: 36,704 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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213.

1031A

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214.

1015A

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215.

1300A

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216.

1249A

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217.

330A

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Quality: 31,442 global accepts · Rating: 800 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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218.

884A

[Book Reading](#) · [Tutorial](#)

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219.

1285A

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220.

1270A

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Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
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221.

1271A

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Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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222.

867A

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223.

1186A

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224.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
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225.

1096A

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Quality: 19,633 global accepts · Rating: 800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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226.

1207A

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227.

1200A

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228.

818A

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229.

888A

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230.

710A

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231.

1178A

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232.

1194A

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233.

1191A

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234.

1180A

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235.

678A

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236.

620A

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Quality: 14,347 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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237.

447A

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Quality: 10,283 global accepts · Rating: 800 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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238.

1148A

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239.

1167A

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240.

1152A

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241.

1146A

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Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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242.

443A

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

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243.

1154A

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244.

1144A

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245.

1143A

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246.

1136A

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247.

1130A

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248.

1131A

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249.

1118A

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250.

1091A

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Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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251.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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252.

1104A

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Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation, math
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253.

1097A

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Quality: 43,809 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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254.

1077A

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Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: math
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255.

1092B

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256.

1092A

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Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

257.

731A

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Quality: 53,209 global accepts · Rating: 800 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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258.

59A

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259.

855A

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260.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,537 global accepts · Rating: 800 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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261.

785A

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262.

1087A

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263.

1081A

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264.

1093A

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265.

1088A

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266.

486A

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267.

1080A

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268.

1061A

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269.

1043A

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270.

1054A

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271.

1009A

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[aryanc403's solution](#)

272.

1064A

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273.

1065A

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274.

1060A

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275.

271A

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276.

1058A

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277.

1047A

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278.

1041A

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279.

110A

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Quality: 199,502 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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280.

1038A

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281.

1028A

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Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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282.

1017A

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283.

214A

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284.

281A

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285.

344A

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[aryanc403's solution](#)

286.

236A

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287.

1003A

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288.

996A

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289.

822A

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290.

749A

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Quality: 57,085 global accepts · Rating: 800 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[aryanc403's solution](#)

291.

999A

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292.

992A

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[aryanc403's solution](#)

293.

994A

[Fingerprints](#) · [Tutorial](#)

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294.

752A

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Rating: 800 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

295.

988A

[Diverse Team](#) · [Tutorial](#)

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296.

609A

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297.

987A

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298.

938A

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299.

984A

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300.

978B

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Quality: 40,910 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[aryanc403's solution](#)

301.

978A

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302.

755A

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303.

937A

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304.

977A

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305.

144A

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[aryanc403's solution](#)

306.

263A

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Quality: 318,011 global accepts · Rating: 800 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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307.

136A

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308.

339A

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Quality: 275,358 global accepts · Rating: 800 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

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309.

112A

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Quality: 287,264 global accepts · Rating: 800 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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310.

266B

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311.

976A

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Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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312.

965A

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313.

959A

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314.

939A

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315.

946A

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316.

950A

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317.

282A

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318.

954A

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319.

231A

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320.

50A

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321.

158A

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322.

71A

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Quality: 503,267 global accepts · Rating: 800 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: strings
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323.

4A

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324.

2200C

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325.

2209B

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326.

2195B

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327.

2072B

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Quality: 30,936 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings
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328.

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

329.

2060C

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Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

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330.

2007B

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[aryanc403's solution](#)

331.

2048B

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[aryanc403's solution](#)

332.

2031B

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333.

2026A

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334.

2035B

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335.

2013B

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336.

2005A

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337.

1992C

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338.

1985D

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[aryanc403's solution](#)

339.

1971C

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340.

1972B

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Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games
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341.

1954A

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342.

1951A

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343.

1927B

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344.

1921C

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Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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345.

1915D

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346.

1896B

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347.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[aryanc403's solution](#)

348.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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349.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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350.

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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351.

1609A

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[aryanc403's solution](#)

352.

1610A

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[aryanc403's solution](#)

353.

1451B

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354.

1559B

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Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[aryanc403's solution](#)

355.

1559A

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356.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[aryanc403's solution](#)

357.

1543B

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Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[aryanc403's solution](#)

358.

1543A

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Quality: 40,952 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[aryanc403's solution](#)

359.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

360.

1433C

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Quality: 28,606 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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361.

1535B

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Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[aryanc403's solution](#)

362.

1525B

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Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

363.

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

[aryanc403's solution](#)

364.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
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365.

1475A

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Quality: 86,820 global accepts · Rating: 900 · first AC: 2021-01-25 · last AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

366.

1475B

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

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367.

1430A

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Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[aryanc403's solution](#)

368.

1406A

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369.

1326B

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Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

370.

868A

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Quality: 9,954 global accepts · Rating: 900 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[aryanc403's solution](#)

371.

915A

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Quality: 16,021 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

372.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

373.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

374.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

375.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

376.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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377.

1197A

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Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[aryanc403's solution](#)

378.

1213A

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Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

379.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

380.

863A

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Quality: 10,932 global accepts · Rating: 900 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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381.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

382.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

383.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,694 global accepts · Rating: 900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

384.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,423 global accepts · Rating: 900 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[aryanc403's solution](#)

385.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

386.

1166A

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Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[aryanc403's solution](#)

387.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

388.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

389.

1144B

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

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[aryanc403's solution](#)

390.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[aryanc403's solution](#)

391.

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[aryanc403's solution](#)

392.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

393.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[aryanc403's solution](#)

394.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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395.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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396.

616A

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Quality: 10,830 global accepts · Rating: 900 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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397.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

398.

1057A

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Quality: 7,469 global accepts · Rating: 900 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees
[aryanc403's solution](#)

399.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[aryanc403's solution](#)

400.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[aryanc403's solution](#)

401.

914A

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Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[aryanc403's solution](#)

402.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[aryanc403's solution](#)

403.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,065 global accepts · Rating: 900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: strings
[aryanc403's solution](#)

404.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,109 global accepts · Rating: 900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

405.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[aryanc403's solution](#)

406.

1011A

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Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[aryanc403's solution](#)

407.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

408.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

409.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · last AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[aryanc403's solution](#)

410.

199A

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

Quality: 30,290 global accepts · Rating: 900 · first AC: 2018-06-26 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[aryanc403's solution](#)

411.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

412.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

413.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

414.

115A

[Party](#) · [Tutorial](#)

Quality: 43,355 global accepts · Rating: 900 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[aryanc403's solution](#)

415.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,692 global accepts · Rating: 900 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

416.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

417.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,782 global accepts · Rating: 900 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

418.

160A

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Quality: 143,722 global accepts · Rating: 900 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

419.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

420.

961A

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Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

421.

96A

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Quality: 193,653 global accepts · Rating: 900 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

422.

948A

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Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[aryanc403's solution](#)

423.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,058 global accepts · Rating: 1000 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

424.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[aryanc403's solution](#)

425.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

426.

2060B

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

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

427.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,283 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[aryanc403's solution](#)

428.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

429.

2051C

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

Quality: 28,012 global accepts · Rating: 1000 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[aryanc403's solution](#)

430.

2034B

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Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[aryanc403's solution](#)

431.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[aryanc403's solution](#)

432.

2005B1

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

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[aryanc403's solution](#)

433.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[aryanc403's solution](#)

434.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[aryanc403's solution](#)

435.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[aryanc403's solution](#)

436.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[aryanc403's solution](#)

437.

1999B

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Quality: 41,747 global accepts · Rating: 1000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[aryanc403's solution](#)

438.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[aryanc403's solution](#)

439.

1986B

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Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[aryanc403's solution](#)

440.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,107 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[aryanc403's solution](#)

441.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[aryanc403's solution](#)

442.

1975B

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

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[aryanc403's solution](#)

443.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[aryanc403's solution](#)

444.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

445.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[aryanc403's solution](#)

446.

1931C

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Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[aryanc403's solution](#)

447.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[aryanc403's solution](#)

448.

1907B

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Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[aryanc403's solution](#)

449.

1916B

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Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[aryanc403's solution](#)

450.

1913B

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Quality: 51,259 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[aryanc403's solution](#)

451.

1876A

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Quality: 34,921 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

452.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[aryanc403's solution](#)

453.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,376 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[aryanc403's solution](#)

454.

1844B

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

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

[aryanc403's solution](#)

455.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

456.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[aryanc403's solution](#)

457.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[aryanc403's solution](#)

458.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[aryanc403's solution](#)

459.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

460.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[aryanc403's solution](#)

461.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

462.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[aryanc403's solution](#)

463.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · last AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[aryanc403's solution](#)

464.

1520C

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

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

465.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[aryanc403's solution](#)

466.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[aryanc403's solution](#)

467.

1418A

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Quality: 33,850 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[aryanc403's solution](#)

468.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[aryanc403's solution](#)

469.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

470.

1326A

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Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[aryanc403's solution](#)

471.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

472.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[aryanc403's solution](#)

473.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[aryanc403's solution](#)

474.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

475.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[aryanc403's solution](#)

476.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

477.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

478.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

479.

1241B

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

Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[aryanc403's solution](#)

480.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[aryanc403's solution](#)

481.

1195A

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Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

482.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

483.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[aryanc403's solution](#)

484.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

485.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

486.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

487.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[aryanc403's solution](#)

488.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,609 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

489.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[aryanc403's solution](#)

490.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[aryanc403's solution](#)

491.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,490 global accepts · Rating: 1000 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[aryanc403's solution](#)

492.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

493.

1155A

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

Quality: 25,971 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[aryanc403's solution](#)

494.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[aryanc403's solution](#)

495.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[aryanc403's solution](#)

496.

43A

[Football](#) · [Tutorial](#)

Quality: 69,169 global accepts · Rating: 1000 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[aryanc403's solution](#)

497.

1144C

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

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[aryanc403's solution](#)

498.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

499.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

500.

1133A

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

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

501.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[aryanc403's solution](#)

502.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

503.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[aryanc403's solution](#)

504.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

505.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

506.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[aryanc403's solution](#)

507.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[aryanc403's solution](#)

508.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[aryanc403's solution](#)

509.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[aryanc403's solution](#)

510.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

511.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,054 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[aryanc403's solution](#)

512.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

513.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[aryanc403's solution](#)

514.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

515.

1041B

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Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

516.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

517.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
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518.

1027A

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Quality: 18,804 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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519.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: math

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520.

1020A

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Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[aryanc403's solution](#)

521.

1020B

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Quality: 25,126 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[aryanc403's solution](#)

522.

69A

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Quality: 202,367 global accepts · Rating: 1000 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

523.

1008B

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Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

524.

981B

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

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[aryanc403's solution](#)

525.

998A

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Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[aryanc403's solution](#)

526.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,984 global accepts · Rating: 1000 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[aryanc403's solution](#)

527.

990A

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Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

528.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[aryanc403's solution](#)

529.

978C

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Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[aryanc403's solution](#)

530.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[aryanc403's solution](#)

531.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

532.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

533.

447B

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Quality: 21,023 global accepts · Rating: 1000 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

534.

499B

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Quality: 44,831 global accepts · Rating: 1000 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

535.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,801 global accepts · Rating: 1000 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[aryanc403's solution](#)

536.

58A

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Quality: 155,994 global accepts · Rating: 1000 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[aryanc403's solution](#)

537.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

538.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

539.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

540.

1A

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Quality: 320,228 global accepts · Rating: 1000 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[aryanc403's solution](#)

541.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1100 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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542.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[aryanc403's solution](#)

543.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,533 global accepts · Rating: 1100 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[aryanc403's solution](#)

544.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[aryanc403's solution](#)

545.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[aryanc403's solution](#)

546.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
[aryanc403's solution](#)

547.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[aryanc403's solution](#)

548.

2060D

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

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[aryanc403's solution](#)

549.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[aryanc403's solution](#)

550.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[aryanc403's solution](#)

551.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy
[aryanc403's solution](#)

552.

2025B

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Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[aryanc403's solution](#)

553.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[aryanc403's solution](#)

554.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,012 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

555.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[aryanc403's solution](#)

556.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[aryanc403's solution](#)

557.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[aryanc403's solution](#)

558.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

559.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[aryanc403's solution](#)

560.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[aryanc403's solution](#)

561.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aryanc403's solution](#)

562.

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[aryanc403's solution](#)

563.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[aryanc403's solution](#)

564.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

565.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

566.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[aryanc403's solution](#)

567.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,557 global accepts · Rating: 1100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[aryanc403's solution](#)

568.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

569.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[aryanc403's solution](#)

570.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[aryanc403's solution](#)

571.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[aryanc403's solution](#)

572.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[aryanc403's solution](#)

573.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[aryanc403's solution](#)

574.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[aryanc403's solution](#)

575.

1914C

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Quality: 39,538 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

576.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[aryanc403's solution](#)

577.

1902B

[Getting Points](#) · [Tutorial](#)

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

[aryanc403's solution](#)

578.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[aryanc403's solution](#)

579.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[aryanc403's solution](#)

580.

1827A

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Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[aryanc403's solution](#)

581.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,495 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[aryanc403's solution](#)

582.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[aryanc403's solution](#)

583.

1783B

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

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

584.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math
[aryanc403's solution](#)

585.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

586.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[aryanc403's solution](#)

587.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

588.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[aryanc403's solution](#)

589.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[aryanc403's solution](#)

590.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[aryanc403's solution](#)

591.

1490C

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Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[aryanc403's solution](#)

592.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[aryanc403's solution](#)

593.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[aryanc403's solution](#)

594.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

595.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[aryanc403's solution](#)

596.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[aryanc403's solution](#)

597.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[aryanc403's solution](#)

598.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

599.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[aryanc403's solution](#)

600.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[aryanc403's solution](#)

601.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[aryanc403's solution](#)

602.

1407A

[Ahahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

603.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

604.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

605.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[aryanc403's solution](#)

606.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

607.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[aryanc403's solution](#)

608.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

609.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

610.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[aryanc403's solution](#)

611.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

612.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[aryanc403's solution](#)

613.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[aryanc403's solution](#)

614.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

615.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[aryanc403's solution](#)

616.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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617.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

618.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[aryanc403's solution](#)

619.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[aryanc403's solution](#)

620.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

621.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[aryanc403's solution](#)

622.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[aryanc403's solution](#)

623.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[aryanc403's solution](#)

624.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · last AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, math, number theory

[aryanc403's solution](#)

625.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

626.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

627.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

628.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,788 global accepts · Rating: 1100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[aryanc403's solution](#)

629.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

630.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[aryanc403's solution](#)

631.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

632.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

633.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[aryanc403's solution](#)

634.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[aryanc403's solution](#)

635.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

636.

1033B

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

Quality: 11,957 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

637.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aryanc403's solution](#)

638.

1058B

[Vasya and Cornfield](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[aryanc403's solution](#)

639.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

640.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[aryanc403's solution](#)

641.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

642.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,918 global accepts · Rating: 1100 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[aryanc403's solution](#)

643.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[aryanc403's solution](#)

644.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[aryanc403's solution](#)

645.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[aryanc403's solution](#)

646.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

647.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[aryanc403's solution](#)

648.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

649.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,853 global accepts · Rating: 1100 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[aryanc403's solution](#)

650.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[aryanc403's solution](#)

651.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

652.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

653.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

654.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1200 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[aryanc403's solution](#)

655.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

656.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[aryanc403's solution](#)

657.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,680 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[aryanc403's solution](#)

658.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[aryanc403's solution](#)

659.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aryanc403's solution](#)

660.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aryanc403's solution](#)

661.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[aryanc403's solution](#)

662.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

663.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math

[aryanc403's solution](#)

664.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

665.

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[aryanc403's solution](#)

666.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[aryanc403's solution](#)

667.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[aryanc403's solution](#)

668.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[aryanc403's solution](#)

669.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[aryanc403's solution](#)

670.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[aryanc403's solution](#)

671.

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[aryanc403's solution](#)

672.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[aryanc403's solution](#)

673.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math
[aryanc403's solution](#)

674.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[aryanc403's solution](#)

675.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[aryanc403's solution](#)

676.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[aryanc403's solution](#)

677.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[aryanc403's solution](#)

678.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,537 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[aryanc403's solution](#)

679.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[aryanc403's solution](#)

680.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[aryanc403's solution](#)

681.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[aryanc403's solution](#)

682.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

683.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[aryanc403's solution](#)

684.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[aryanc403's solution](#)

685.

1097B

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

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-01-04 · last AC: 2024-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[aryanc403's solution](#)

686.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[aryanc403's solution](#)

687.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[aryanc403's solution](#)

688.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[aryanc403's solution](#)

689.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[aryanc403's solution](#)

690.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[aryanc403's solution](#)

691.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,397 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

692.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aryanc403's solution](#)

693.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[aryanc403's solution](#)

694.

1586B

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

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

[aryanc403's solution](#)

695.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

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

[aryanc403's solution](#)

696.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[aryanc403's solution](#)

697.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[aryanc403's solution](#)

698.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[aryanc403's solution](#)

699.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[aryanc403's solution](#)

700.

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[aryanc403's solution](#)

701.

1527B1

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

Quality: 34,403 global accepts · Rating: 1200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[aryanc403's solution](#)

702.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[aryanc403's solution](#)

703.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[aryanc403's solution](#)

704.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[aryanc403's solution](#)

705.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-18 · last AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[aryanc403's solution](#)

706.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[aryanc403's solution](#)

707.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[aryanc403's solution](#)

708.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

709.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[aryanc403's solution](#)

710.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[aryanc403's solution](#)

711.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[aryanc403's solution](#)

712.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[aryanc403's solution](#)

713.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[aryanc403's solution](#)

714.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

715.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

716.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

717.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[aryanc403's solution](#)

718.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

719.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[aryanc403's solution](#)

720.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · Java 8 (first AC) · Tags: brute force, math, number theory
[aryanc403's solution](#)

721.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

722.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

723.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[aryanc403's solution](#)

724.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[aryanc403's solution](#)

725.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[aryanc403's solution](#)

726.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[aryanc403's solution](#)

727.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[aryanc403's solution](#)

728.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[aryanc403's solution](#)

729.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[aryanc403's solution](#)

730.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[aryanc403's solution](#)

731.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

732.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

733.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[aryanc403's solution](#)

734.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[aryanc403's solution](#)

735.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[aryanc403's solution](#)

736.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[aryanc403's solution](#)

737.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

738.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[aryanc403's solution](#)

739.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

740.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[aryanc403's solution](#)

741.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[aryanc403's solution](#)

742.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

743.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

744.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[aryanc403's solution](#)

745.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[aryanc403's solution](#)

746.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

747.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

748.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[aryanc403's solution](#)

749.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2018-09-29 · last AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[aryanc403's solution](#)

750.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[aryanc403's solution](#)

751.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · last AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[aryanc403's solution](#)

752.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

753.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

754.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

755.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: greedy
[aryanc403's solution](#)

756.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[aryanc403's solution](#)

757.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

758.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[aryanc403's solution](#)

759.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[aryanc403's solution](#)

760.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

761.

999C

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

Quality: 20,989 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

762.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[aryanc403's solution](#)

763.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

764.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[aryanc403's solution](#)

765.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

766.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[aryanc403's solution](#)

767.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[aryanc403's solution](#)

768.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

769.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

770.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[aryanc403's solution](#)

771.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[aryanc403's solution](#)

772.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[aryanc403's solution](#)

773.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[aryanc403's solution](#)

774.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,785 global accepts · Rating: 1300 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

775.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,101 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[aryanc403's solution](#)

776.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,664 global accepts · Rating: 1300 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aryanc403's solution](#)

777.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[aryanc403's solution](#)

778.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[aryanc403's solution](#)

779.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[aryanc403's solution](#)

780.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[aryanc403's solution](#)

781.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[aryanc403's solution](#)

782.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[aryanc403's solution](#)

783.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[aryanc403's solution](#)

784.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[aryanc403's solution](#)

785.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[aryanc403's solution](#)

786.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[aryanc403's solution](#)

787.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[aryanc403's solution](#)

788.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aryanc403's solution](#)

789.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[aryanc403's solution](#)

790.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[aryanc403's solution](#)

791.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[aryanc403's solution](#)

792.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[aryanc403's solution](#)

793.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[aryanc403's solution](#)

794.

1948C

[Arrow Path](#) · [Tutorial](#)

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

[aryanc403's solution](#)

795.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[aryanc403's solution](#)

796.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,629 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[aryanc403's solution](#)

797.

1927D

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

Quality: 33,179 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[aryanc403's solution](#)

798.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,529 global accepts · Rating: 1300 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[aryanc403's solution](#)

799.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[aryanc403's solution](#)

800.

1902C

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

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

greedy, math, number theory

[aryanc403's solution](#)

801.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[aryanc403's solution](#)

802.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[aryanc403's solution](#)

803.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[aryanc403's solution](#)

804.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[aryanc403's solution](#)

805.

1819A

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

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

[aryanc403's solution](#)

806.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[aryanc403's solution](#)

807.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[aryanc403's solution](#)

808.

1693A

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

Quality: 17,438 global accepts · Rating: 1300 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[aryanc403's solution](#)

809.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[aryanc403's solution](#)

810.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[aryanc403's solution](#)

811.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[aryanc403's solution](#)

812.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[aryanc403's solution](#)

813.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[aryanc403's solution](#)

814.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[aryanc403's solution](#)

815.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[aryanc403's solution](#)

816.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[aryanc403's solution](#)

817.

1547D

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

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[aryanc403's solution](#)

818.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[aryanc403's solution](#)

819.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[aryanc403's solution](#)

820.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
[aryanc403's solution](#)

821.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[aryanc403's solution](#)

822.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · last AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[aryanc403's solution](#)

823.

1470A

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

Quality: 29,389 global accepts · Rating: 1300 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[aryanc403's solution](#)

824.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[aryanc403's solution](#)

825.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[aryanc403's solution](#)

826.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

827.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,876 global accepts · Rating: 1300 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[aryanc403's solution](#)

828.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[aryanc403's solution](#)

829.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[aryanc403's solution](#)

830.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[aryanc403's solution](#)

831.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

832.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[aryanc403's solution](#)

833.

889A

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

Rating: 1300 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[aryanc403's solution](#)

834.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[aryanc403's solution](#)

835.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[aryanc403's solution](#)

836.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[aryanc403's solution](#)

837.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[aryanc403's solution](#)

838.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[aryanc403's solution](#)

839.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,242 global accepts · Rating: 1300 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[aryanc403's solution](#)

840.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[aryanc403's solution](#)

841.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[aryanc403's solution](#)

842.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

843.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

844.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

845.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

846.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[aryanc403's solution](#)

847.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

848.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[aryanc403's solution](#)

849.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[aryanc403's solution](#)

850.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[aryanc403's solution](#)

851.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · last AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[aryanc403's solution](#)

852.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[aryanc403's solution](#)

853.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[aryanc403's solution](#)

854.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[aryanc403's solution](#)

855.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[aryanc403's solution](#)

856.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

857.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

858.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[aryanc403's solution](#)

859.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

860.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[aryanc403's solution](#)

861.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[aryanc403's solution](#)

862.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

863.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[aryanc403's solution](#)

864.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[aryanc403's solution](#)

865.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[aryanc403's solution](#)

866.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

867.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[aryanc403's solution](#)

868.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aryanc403's solution](#)

869.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aryanc403's solution](#)

870.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[aryanc403's solution](#)

871.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[aryanc403's solution](#)

872.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aryanc403's solution](#)

873.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-04 · last AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force,

implementation, math
[aryanc403's solution](#)

874.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

875.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,491 global accepts · Rating: 1300 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings
[aryanc403's solution](#)

876.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[aryanc403's solution](#)

877.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[aryanc403's solution](#)

878.

598B

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

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

879.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2018-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[aryanc403's solution](#)

880.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[aryanc403's solution](#)

881.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[aryanc403's solution](#)

882.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[aryanc403's solution](#)

883.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

884.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

885.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,988 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[aryanc403's solution](#)

886.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[aryanc403's solution](#)

887.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[aryanc403's solution](#)

888.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[aryanc403's solution](#)

889.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

890.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

891.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[aryanc403's solution](#)

892.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

893.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[aryanc403's solution](#)

894.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1400 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

constructive algorithms, interactive

[aryanc403's solution](#)

895.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[aryanc403's solution](#)

896.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[aryanc403's solution](#)

897.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 1400 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[aryanc403's solution](#)

898.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[aryanc403's solution](#)

899.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[aryanc403's solution](#)

900.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[aryanc403's solution](#)

901.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[aryanc403's solution](#)

902.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[aryanc403's solution](#)

903.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[aryanc403's solution](#)

904.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[aryanc403's solution](#)

905.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[aryanc403's solution](#)

906.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[aryanc403's solution](#)

907.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,666 global accepts · Rating: 1400 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[aryanc403's solution](#)

908.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[aryanc403's solution](#)

909.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

910.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[aryanc403's solution](#)

911.

1986D

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Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

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912.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

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913.

1974D

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Quality: 17,795 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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914.

1974C

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Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
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915.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
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916.

1967A

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Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
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917.

1965A

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Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
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918.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
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919.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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920.

1932C

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Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
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921.

1931E

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922.

1927E

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Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers
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923.

1919C

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Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[aryanc403's solution](#)

924.

1907D

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Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[aryanc403's solution](#)

925.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[aryanc403's solution](#)

926.

1914E2

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Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[aryanc403's solution](#)

927.

1905C

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Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[aryanc403's solution](#)

928.

1896C

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Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[aryanc403's solution](#)

929.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[aryanc403's solution](#)

930.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[aryanc403's solution](#)

931.

1824A

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Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

932.

1772D

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Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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933.

1682C

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Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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934.

1609C

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[aryanc403's solution](#)

935.

1451C

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Quality: 17,295 global accepts · Rating: 1400 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

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936.

1559D1

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Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[aryanc403's solution](#)

937.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[aryanc403's solution](#)

938.

1551B2

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Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[aryanc403's solution](#)

939.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

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940.

1540A

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Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[aryanc403's solution](#)

941.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[aryanc403's solution](#)

942.

1526B

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Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[aryanc403's solution](#)

943.

1513B

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Quality: 20,107 global accepts · Rating: 1400 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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944.

1520E

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945.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[aryanc403's solution](#)

946.

1519C

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[aryanc403's solution](#)

947.

1517C

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Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[aryanc403's solution](#)

948.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[aryanc403's solution](#)

949.

1475C

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Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[aryanc403's solution](#)

950.

1463B

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Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aryanc403's solution](#)

951.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[aryanc403's solution](#)

952.

1370C

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[aryanc403's solution](#)

953.

1375C

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Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[aryanc403's solution](#)

954.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[aryanc403's solution](#)

955.

1348B

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Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[aryanc403's solution](#)

956.

868B

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Quality: 3,907 global accepts · Rating: 1400 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

957.

1312C

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[aryanc403's solution](#)

958.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[aryanc403's solution](#)

959.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[aryanc403's solution](#)

960.

1320A

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Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[aryanc403's solution](#)

961.

1303B

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962.

518B

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Quality: 8,387 global accepts · Rating: 1400 · first AC: 2020-01-28 · last AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[aryanc403's solution](#)

963.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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964.

1285C

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[aryanc403's solution](#)

965.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[aryanc403's solution](#)

966.

1266C

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967.

1276A

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[aryanc403's solution](#)

968.

438A

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Rating: 1400 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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969.

233B

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Quality: 8,284 global accepts · Rating: 1400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
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970.

284A

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Quality: 7,346 global accepts · Rating: 1400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
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971.

480A

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Rating: 1400 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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972.

1215B

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Quality: 18,350 global accepts · Rating: 1400 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[aryanc403's solution](#)

973.

888C

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Quality: 8,981 global accepts · Rating: 1400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
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974.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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975.

762B

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Quality: 10,578 global accepts · Rating: 1400 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
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976.

762A

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977.

1009B

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Quality: 10,720 global accepts · Rating: 1400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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978.

710B

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
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979.

1190A

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980.

1184B1

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Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
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981.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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982.

803A

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Quality: 5,358 global accepts · Rating: 1400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

983.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[aryanc403's solution](#)

984.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[aryanc403's solution](#)

985.

197B

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Quality: 4,917 global accepts · Rating: 1400 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[aryanc403's solution](#)

986.

270B

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Quality: 4,446 global accepts · Rating: 1400 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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987.

386B

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Quality: 2,528 global accepts · Rating: 1400 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[aryanc403's solution](#)

988.

1167C

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Quality: 26,006 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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989.

1167B

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Quality: 16,468 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

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990.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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991.

544B

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Quality: 8,941 global accepts · Rating: 1400 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[aryanc403's solution](#)

992.

479B

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Quality: 8,429 global accepts · Rating: 1400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[aryanc403's solution](#)

993.

448B

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Quality: 17,314 global accepts · Rating: 1400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aryanc403's solution](#)

994.

1154C

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Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

995.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

996.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[aryanc403's solution](#)

997.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu
[aryanc403's solution](#)

998.

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[aryanc403's solution](#)

999.

1110B

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Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[aryanc403's solution](#)

1000.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[aryanc403's solution](#)

1001.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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1002.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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1003.

1061B

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Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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1004.

1057B

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Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[aryanc403's solution](#)

1005.

437C

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Quality: 14,995 global accepts · Rating: 1400 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings
[aryanc403's solution](#)

1006.

1046C

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Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · last AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

1007.

1046F

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Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1008.

295A

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Quality: 26,009 global accepts · Rating: 1400 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[aryanc403's solution](#)

1009.

612C

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Quality: 9,859 global accepts · Rating: 1400 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math
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1010.

1004C

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Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1011.

414B

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Quality: 29,185 global accepts · Rating: 1400 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory
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1012.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · last AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
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1013.

363C

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Quality: 14,103 global accepts · Rating: 1400 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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1014.

996D

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1015.

994B

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Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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1016.

988C

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1017.

520B

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Quality: 62,185 global accepts · Rating: 1400 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

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1018.

479C

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Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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1019.

401C

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Quality: 21,701 global accepts · Rating: 1400 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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1020.

489C

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1021.

978E

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1022.

975C

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1023.

937B

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Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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1024.

962C

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Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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1025.

977D

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1026.

507B

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Quality: 26,686 global accepts · Rating: 1400 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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1027.

961C

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1028.

955B

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Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1029.

954B

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Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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1030.

2218F

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1031.

2195E

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1032.

2072E

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1033.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math
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1034.

2060E

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1035.

2007C

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1036.

2057C

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1037.

2053C

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1038.

2049C

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1039.

2026C

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1040.

2008E

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1041.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

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1042.

2001C

[Guess The Tree](#) · [Tutorial](#)

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[aryanc403's solution](#)

1043.

1999G1

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

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1044.

1999F

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Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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1045.

1997D

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1046.

1996D

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brute force, combinatorics, math, number theory

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1047.

1985F

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1048.

1971E

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1049.

1933E

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1050.

1915F

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1051.

1876B

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1052.

1882C

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1053.

1842C

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[aryanc403's solution](#)

1054.

1817A

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1055.

1804C

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1056.

1789C

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math

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1057.

1776L

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1058.

1621B

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1059.

1552B

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1060.

1551C

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1061.

1553D

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1062.

1545A

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1063.

1547E

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1064.

1490F

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Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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1065.

1542B

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1066.

1538F

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theory

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1067.

1536C

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1068.

1526C1

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Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

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1069.

1516B

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[aryanc403's solution](#)

1070.

1515D

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Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[aryanc403's solution](#)

1071.

1484B

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Rating: 1500 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

1072.

1499C

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1073.

1444A

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Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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1074.

1391C

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1075.

1372C

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1076.

1158A

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Quality: 8,339 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[aryanc403's solution](#)

1077.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[aryanc403's solution](#)

1078.

1338A

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Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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1079.

1326D1

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Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

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1080.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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1081.

1325C

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Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[aryanc403's solution](#)

1082.

528A

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Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[aryanc403's solution](#)

1083.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1084.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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1085.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[aryanc403's solution](#)

1086.

504A

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Rating: 1500 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[aryanc403's solution](#)

1087.

812C

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Quality: 17,499 global accepts · Rating: 1500 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[aryanc403's solution](#)

1088.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[aryanc403's solution](#)

1089.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math
[aryanc403's solution](#)

1090.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, implementation, strings
[aryanc403's solution](#)

1091.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

1092.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

1093.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs
[aryanc403's solution](#)

1094.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[aryanc403's solution](#)

1095.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[aryanc403's solution](#)

1096.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1097.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[aryanc403's solution](#)

1098.

1215C

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Quality: 11,937 global accepts · Rating: 1500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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1099.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[aryanc403's solution](#)

1100.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[aryanc403's solution](#)

1101.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[aryanc403's solution](#)

1102.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[aryanc403's solution](#)

1103.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
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1104.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

1105.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

1106.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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1107.

1179A

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Quality: 11,799 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1108.

620C

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Quality: 7,874 global accepts · Rating: 1500 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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1109.

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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1110.

1169B

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1111.

702B

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1112.

702C

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Quality: 22,891 global accepts · Rating: 1500 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
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1113.

1166C

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1114.

875B

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1115.

1167D

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Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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1116.

1163B1

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1117.

1161A

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1118.

1154D

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1119.

1119C

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1120.

1136C

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1121.

1133D

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1122.

1110C

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1123.

1106B

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1124.

1106D

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Quality: 19,657 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

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1125.

1105C

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Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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1126.

1101C

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1127.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1128.

1102D

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1129.

846A

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1130.

1081B

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Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1131.

1084C

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1132.

1043C

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1133.

1054C

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1134.

771A

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1135.

580C

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1136.

1051C

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1137.

991D

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Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[aryanc403's solution](#)

1138.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
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1139.

276C

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1140.

1011C

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Rating: 1500 · first AC: 2018-07-26 · last AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[aryanc403's solution](#)

1141.

998C

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Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

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1142.

1000B

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Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1143.

990C

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Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · last AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1144.

752B

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Rating: 1500 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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1145.

609C

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1146.

441C

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1147.

268C

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1148.

455A

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1149.

985C

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1151.

978F

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1152.

687A

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1153.

977E

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1154.

976C

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Quality: 10,639 global accepts · Rating: 1500 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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1155.

959C

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1156.

175C

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1157.

2194D

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1158.

605A

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Quality: 7,587 global accepts · Rating: 1600 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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1159.

2065E

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1160.

2061C

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1161.

2061D

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1162.

2043C

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1163.

2051E

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Quality: 11,957 global accepts · Rating: 1600 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
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1164.

2048D

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1165.

2034D

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1166.

2018A

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1167.

2004D

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1168.

1996E

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1169.

1985G

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Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
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1170.

1980E

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Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
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1171.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,421 global accepts · Rating: 1600 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
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1172.

1971F

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Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
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1173.

1968E

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Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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1174.

1956C

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Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[aryanc403's solution](#)

1175.

1946C

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Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[aryanc403's solution](#)

1176.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,204 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
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1177.

1921E

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Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
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1178.

1920C

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1179.

1907E

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Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

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1180.

1861C

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Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

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1181.

1801A

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Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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1182.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[aryanc403's solution](#)

1183.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

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1184.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1185.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

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1186.

1349A

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Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · last AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

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1187.

1612D

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Quality: 10,263 global accepts · Rating: 1600 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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1188.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[aryanc403's solution](#)

1189.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[aryanc403's solution](#)

1190.

1610C

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Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
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1191.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
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1192.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[aryanc403's solution](#)

1193.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[aryanc403's solution](#)

1194.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[aryanc403's solution](#)

1195.

1526C2

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Quality: 29,737 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
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1196.

1527C

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Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math
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1197.

1528A

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Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[aryanc403's solution](#)

1198.

1513C

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[aryanc403's solution](#)

1199.

1520F1

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Quality: 14,394 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
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1200.

1519D

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Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

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1201.

1514C

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Quality: 18,290 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

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1202.

1483A

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Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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1203.

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[aryanc403's solution](#)

1204.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

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1205.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[aryanc403's solution](#)

1206.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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1207.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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1208.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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1209.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1210.

660C

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Quality: 10,753 global accepts · Rating: 1600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
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1211.

1305C

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Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[aryanc403's solution](#)

1212.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
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1213.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,199 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[aryanc403's solution](#)

1214.

1295C

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Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[aryanc403's solution](#)

1215.

1288C

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Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
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1216.

1261B1

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Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[aryanc403's solution](#)

1217.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation
[aryanc403's solution](#)

1218.

1252C

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Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1219.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[aryanc403's solution](#)

1220.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[aryanc403's solution](#)

1221.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[aryanc403's solution](#)

1222.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

1223.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[aryanc403's solution](#)

1224.

888D

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Quality: 10,503 global accepts · Rating: 1600 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

1225.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[aryanc403's solution](#)

1226.

825C

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Quality: 4,886 global accepts · Rating: 1600 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aryanc403's solution](#)

1227.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[aryanc403's solution](#)

1228.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[aryanc403's solution](#)

1229.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[aryanc403's solution](#)

1230.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

1231.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · Java 8 (first AC) · Tags: implementation

[aryanc403's solution](#)

1232.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[aryanc403's solution](#)

1233.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

1234.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[aryanc403's solution](#)

1235.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[aryanc403's solution](#)

1236.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[aryanc403's solution](#)

1237.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[aryanc403's solution](#)

1238.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[aryanc403's solution](#)

1239.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[aryanc403's solution](#)

1240.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[aryanc403's solution](#)

1241.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[aryanc403's solution](#)

1242.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-15 · last AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

1243.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[aryanc403's solution](#)

1244.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[aryanc403's solution](#)

1245.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[aryanc403's solution](#)

1246.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[aryanc403's solution](#)

1247.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · last AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[aryanc403's solution](#)

1248.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[aryanc403's solution](#)

1249.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[aryanc403's solution](#)

1250.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aryanc403's solution](#)

1251.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[aryanc403's solution](#)

1252.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

1253.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aryanc403's solution](#)

1254.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[aryanc403's solution](#)

1255.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aryanc403's solution](#)

1256.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[aryanc403's solution](#)

1257.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[aryanc403's solution](#)

1258.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

1259.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing

[aryanc403's solution](#)

1260.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[aryanc403's solution](#)

1261.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[aryanc403's solution](#)

1262.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[aryanc403's solution](#)

1263.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[aryanc403's solution](#)

1264.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

1265.

1003D

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Quality: 8,561 global accepts · Rating: 1600 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

1266.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

1267.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[aryanc403's solution](#)

1268.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[aryanc403's solution](#)

1269.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2018-05-25 · last AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
[aryanc403's solution](#)

1270.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

1271.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[aryanc403's solution](#)

1272.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[aryanc403's solution](#)

1273.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[aryanc403's solution](#)

1274.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[aryanc403's solution](#)

1275.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[aryanc403's solution](#)

1276.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[aryanc403's solution](#)

1277.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[aryanc403's solution](#)

1278.

2065G

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

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[aryanc403's solution](#)

1279.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[aryanc403's solution](#)

1280.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[aryanc403's solution](#)

1281.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[aryanc403's solution](#)

1282.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[aryanc403's solution](#)

1283.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[aryanc403's solution](#)

1284.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
[aryanc403's solution](#)

1285.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[aryanc403's solution](#)

1286.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
[aryanc403's solution](#)

1287.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[aryanc403's solution](#)

1288.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[aryanc403's solution](#)

1289.

1995B2

[Bouquet \(Hard Version\)](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[aryanc403's solution](#)

1290.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings
[aryanc403's solution](#)

1291.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[aryanc403's solution](#)

1292.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[aryanc403's solution](#)

1293.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[aryanc403's solution](#)

1294.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[aryanc403's solution](#)

1295.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[aryanc403's solution](#)

1296.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,488 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[aryanc403's solution](#)

1297.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[aryanc403's solution](#)

1298.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[aryanc403's solution](#)

1299.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[aryanc403's solution](#)

1300.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[aryanc403's solution](#)

1301.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[aryanc403's solution](#)

1302.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[aryanc403's solution](#)

1303.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[aryanc403's solution](#)

1304.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[aryanc403's solution](#)

1305.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[aryanc403's solution](#)

1306.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[aryanc403's solution](#)

1307.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[aryanc403's solution](#)

1308.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[aryanc403's solution](#)

1309.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[aryanc403's solution](#)

1310.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[aryanc403's solution](#)

1311.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[aryanc403's solution](#)

1312.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[aryanc403's solution](#)

1313.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[aryanc403's solution](#)

1314.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[aryanc403's solution](#)

1315.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[aryanc403's solution](#)

1316.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[aryanc403's solution](#)

1317.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[aryanc403's solution](#)

1318.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[aryanc403's solution](#)

1319.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[aryanc403's solution](#)

1320.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[aryanc403's solution](#)

1321.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[aryanc403's solution](#)

1322.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[aryanc403's solution](#)

1323.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[aryanc403's solution](#)

1324.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[aryanc403's solution](#)

1325.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
[aryanc403's solution](#)

1326.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[aryanc403's solution](#)

1327.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[aryanc403's solution](#)

1328.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[aryanc403's solution](#)

1329.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[aryanc403's solution](#)

1330.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[aryanc403's solution](#)

1331.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[aryanc403's solution](#)

1332.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, sortings
[aryanc403's solution](#)

1333.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[aryanc403's solution](#)

1334.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[aryanc403's solution](#)

1335.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[aryanc403's solution](#)

1336.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[aryanc403's solution](#)

1337.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

1338.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[aryanc403's solution](#)

1339.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[aryanc403's solution](#)

1340.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[aryanc403's solution](#)

1341.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[aryanc403's solution](#)

1342.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[aryanc403's solution](#)

1343.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[aryanc403's solution](#)

1344.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy
[aryanc403's solution](#)

1345.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[aryanc403's solution](#)

1346.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[aryanc403's solution](#)

1347.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

1348.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

1349.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[aryanc403's solution](#)

1350.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[aryanc403's solution](#)

1351.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[aryanc403's solution](#)

1352.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[aryanc403's solution](#)

1353.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[aryanc403's solution](#)

1354.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[aryanc403's solution](#)

1355.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[aryanc403's solution](#)

1356.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

1357.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[aryanc403's solution](#)

1358.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[aryanc403's solution](#)

1359.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[aryanc403's solution](#)

1360.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

1361.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[aryanc403's solution](#)

1362.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1700 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[aryanc403's solution](#)

1363.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,143 global accepts · Rating: 1700 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aryanc403's solution](#)

1364.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

1365.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[aryanc403's solution](#)

1366.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

1367.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[aryanc403's solution](#)

1368.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[aryanc403's solution](#)

1369.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[aryanc403's solution](#)

1370.

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2019-05-30 · last AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[aryanc403's solution](#)

1371.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[aryanc403's solution](#)

1372.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[aryanc403's solution](#)

1373.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[aryanc403's solution](#)

1374.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[aryanc403's solution](#)

1375.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[aryanc403's solution](#)

1376.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[aryanc403's solution](#)

1377.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aryanc403's solution](#)

1378.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aryanc403's solution](#)

1379.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[aryanc403's solution](#)

1380.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[aryanc403's solution](#)

1381.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[aryanc403's solution](#)

1382.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[aryanc403's solution](#)

1383.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[aryanc403's solution](#)

1384.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[aryanc403's solution](#)

1385.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[aryanc403's solution](#)

1386.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[aryanc403's solution](#)

1387.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[aryanc403's solution](#)

1388.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: strings

[aryanc403's solution](#)

1389.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[aryanc403's solution](#)

1390.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aryanc403's solution](#)

1391.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · last AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[aryanc403's solution](#)

1392.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[aryanc403's solution](#)

1393.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[aryanc403's solution](#)

1394.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[aryanc403's solution](#)

1395.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[aryanc403's solution](#)

1396.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[aryanc403's solution](#)

1397.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aryanc403's solution](#)

1398.

1041D

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Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

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1399.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

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1400.

1023D

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Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

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1401.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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1402.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

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1403.

486C

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Quality: 12,371 global accepts · Rating: 1700 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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1404.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[aryanc403's solution](#)

1405.

990D

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Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

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1406.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,094 global accepts · Rating: 1700 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
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1407.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
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1408.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[aryanc403's solution](#)

1409.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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1410.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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1411.

977F

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Quality: 25,131 global accepts · Rating: 1700 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[aryanc403's solution](#)

1412.

937C

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Rating: 1700 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

1413.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[aryanc403's solution](#)

1414.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[aryanc403's solution](#)

1415.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,623 global accepts · Rating: 1800 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[aryanc403's solution](#)

1416.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,322 global accepts · Rating: 1800 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

constructive algorithms, greedy

[aryanc403's solution](#)

1417.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[aryanc403's solution](#)

1418.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · last AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[aryanc403's solution](#)

1419.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[aryanc403's solution](#)

1420.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[aryanc403's solution](#)

1421.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[aryanc403's solution](#)

1422.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[aryanc403's solution](#)

1423.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[aryanc403's solution](#)

1424.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[aryanc403's solution](#)

1425.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[aryanc403's solution](#)

1426.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

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1427.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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1428.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[aryanc403's solution](#)

1429.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[aryanc403's solution](#)

1430.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[aryanc403's solution](#)

1431.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[aryanc403's solution](#)

1432.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[aryanc403's solution](#)

1433.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[aryanc403's solution](#)

1434.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aryanc403's solution](#)

1435.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[aryanc403's solution](#)

1436.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[aryanc403's solution](#)

1437.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

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1438.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[aryanc403's solution](#)

1439.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[aryanc403's solution](#)

1440.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

1441.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[aryanc403's solution](#)

1442.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[aryanc403's solution](#)

1443.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[aryanc403's solution](#)

1444.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[aryanc403's solution](#)

1445.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[aryanc403's solution](#)

1446.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[aryanc403's solution](#)

1447.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2018-10-28 · last AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[aryanc403's solution](#)

1448.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[aryanc403's solution](#)

1449.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[aryanc403's solution](#)

1450.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[aryanc403's solution](#)

1451.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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1452.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

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[aryanc403's solution](#)

1453.

1572A

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Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[aryanc403's solution](#)

1454.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[aryanc403's solution](#)

1455.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[aryanc403's solution](#)

1456.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[aryanc403's solution](#)

1457.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[aryanc403's solution](#)

1458.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[aryanc403's solution](#)

1459.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[aryanc403's solution](#)

1460.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[aryanc403's solution](#)

1461.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[aryanc403's solution](#)

1462.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[aryanc403's solution](#)

1463.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[aryanc403's solution](#)

1464.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[aryanc403's solution](#)

1465.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[aryanc403's solution](#)

1466.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[aryanc403's solution](#)

1467.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[aryanc403's solution](#)

1468.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[aryanc403's solution](#)

1469.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[aryanc403's solution](#)

1470.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2020-05-12 · last AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[aryanc403's solution](#)

1471.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aryanc403's solution](#)

1472.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[aryanc403's solution](#)

1473.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[aryanc403's solution](#)

1474.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aryanc403's solution](#)

1475.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

1476.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[aryanc403's solution](#)

1477.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[aryanc403's solution](#)

1478.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[aryanc403's solution](#)

1479.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

1480.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aryanc403's solution](#)

1481.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aryanc403's solution](#)

1482.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[aryanc403's solution](#)

1483.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[aryanc403's solution](#)

1484.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[aryanc403's solution](#)

1485.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[aryanc403's solution](#)

1486.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[aryanc403's solution](#)

1487.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[aryanc403's solution](#)

1488.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[aryanc403's solution](#)

1489.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

1490.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

1491.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1492.

1246B

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Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

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1493.

845D

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Quality: 2,576 global accepts · Rating: 1800 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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1494.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

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1495.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

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1496.

863D

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Quality: 3,813 global accepts · Rating: 1800 · first AC: 2019-08-03 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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1497.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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1498.

220B

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Quality: 12,886 global accepts · Rating: 1800 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

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1499.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

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1500.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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1501.

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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1502.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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1503.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

1504.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[aryanc403's solution](#)

1505.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[aryanc403's solution](#)

1506.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu,

math, number theory
[aryanc403's solution](#)

1507.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[aryanc403's solution](#)

1508.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[aryanc403's solution](#)

1509.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[aryanc403's solution](#)

1510.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

1511.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[aryanc403's solution](#)

1512.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[aryanc403's solution](#)

1513.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[aryanc403's solution](#)

1514.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aryanc403's solution](#)

1515.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-03-07 · last AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[aryanc403's solution](#)

1516.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[aryanc403's solution](#)

1517.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[aryanc403's solution](#)

1518.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[aryanc403's solution](#)

1519.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
[aryanc403's solution](#)

1520.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers
[aryanc403's solution](#)

1521.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[aryanc403's solution](#)

1522.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[aryanc403's solution](#)

1523.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[aryanc403's solution](#)

1524.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[aryanc403's solution](#)

1525.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[aryanc403's solution](#)

1526.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[aryanc403's solution](#)

1527.

1058D

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[aryanc403's solution](#)

1528.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · last AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[aryanc403's solution](#)

1529.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · last AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[aryanc403's solution](#)

1530.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aryanc403's solution](#)

1531.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[aryanc403's solution](#)

1532.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[aryanc403's solution](#)

1533.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[aryanc403's solution](#)

1534.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[aryanc403's solution](#)

1535.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[aryanc403's solution](#)

1536.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[aryanc403's solution](#)

1537.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aryanc403's solution](#)

1538.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[aryanc403's solution](#)

1539.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[aryanc403's solution](#)

1540.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

1541.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aryanc403's solution](#)

1542.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[aryanc403's solution](#)

1543.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,339 global accepts · Rating: 1900 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[aryanc403's solution](#)

1544.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[aryanc403's solution](#)

1545.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[aryanc403's solution](#)

1546.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,021 global accepts · Rating: 1900 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp
[aryanc403's solution](#)

1547.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[aryanc403's solution](#)

1548.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, brute force, data structures, math, number theory

[aryanc403's solution](#)

1549.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[aryanc403's solution](#)

1550.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[aryanc403's solution](#)

1551.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[aryanc403's solution](#)

1552.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[aryanc403's solution](#)

1553.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[aryanc403's solution](#)

1554.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[aryanc403's solution](#)

1555.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[aryanc403's solution](#)

1556.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[aryanc403's solution](#)

1557.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[aryanc403's solution](#)

1558.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[aryanc403's solution](#)

1559.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[aryanc403's solution](#)

1560.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[aryanc403's solution](#)

1561.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[aryanc403's solution](#)

1562.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[aryanc403's solution](#)

1563.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[aryanc403's solution](#)

1564.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[aryanc403's solution](#)

1565.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[aryanc403's solution](#)

1566.

1471D

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

Rating: 1900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[aryanc403's solution](#)

1567.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[aryanc403's solution](#)

1568.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[aryanc403's solution](#)

1569.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[aryanc403's solution](#)

1570.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[aryanc403's solution](#)

1571.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[aryanc403's solution](#)

1572.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,636 global accepts · Rating: 1900 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[aryanc403's solution](#)

1573.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[aryanc403's solution](#)

1574.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[aryanc403's solution](#)

1575.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[aryanc403's solution](#)

1576.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[aryanc403's solution](#)

1577.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

data structures, dp, implementation

[aryanc403's solution](#)

1578.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[aryanc403's solution](#)

1579.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[aryanc403's solution](#)

1580.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[aryanc403's solution](#)

1581.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[aryanc403's solution](#)

1582.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[aryanc403's solution](#)

1583.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[aryanc403's solution](#)

1584.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[aryanc403's solution](#)

1585.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[aryanc403's solution](#)

1586.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[aryanc403's solution](#)

1587.

1787D

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1588.

1777D

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1589.

1689D

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1590.

1624G

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1558B

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1592.

1545B

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1547F

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1594.

1543C

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1490G

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1508A

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1483B

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1598.

1470B

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1475F

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1601.

1475G

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1602.

1463D

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1603.

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1365E

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1605.

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1606.

1375D

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1607.

577B

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1608.

1067A

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1609.

1348D

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1610.

1342D

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1611.

459C

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1612.

660D

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1613.

808D

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1614.

1305D

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1615.

1307D

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1303D

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1617.

213B

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1618.

1285D

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1619.

1276B

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1620.

438B

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1621.

893D

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1622.

412E

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1623.

529B

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1624.

336B

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553B

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1626.

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1627.

1242B

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1237C2

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818E

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1208D

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1633.

335B

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1178E

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1635.

792D

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1636.

1184E1

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1637.

803D

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1638.

803C

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1639.

757C

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1640.

1175D

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691E

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1642.

1174D

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817D

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1644.

1168B

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1645.

25D

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1646.

1163C1

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1647.

1163C2

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1648.

1155D

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1649.

552C

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1650.

463D

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1651.

1153D

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1652.

1119E

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1653.

1133F2

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1654.

1063C

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1655.

1105D

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1656.

846D

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1657.

1092F

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1658.

1076E

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1659.

1043E

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1660.

1041E

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961E

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1662.

1017D

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1663.

981D

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1664.

1000D

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1665.

20C

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1666.

959E

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1667.

2217E

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1668.

2195F

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1669.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

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1670.

2179F

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1671.

1574D

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1672.

2062E1

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1673.

2061E

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1674.

2057D

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1675.

2051F

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1676.

2020E

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1677.

2014F

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1678.

1992G

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1679.

1987E

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1680.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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1681.

1976D

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1682.

1974G

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1683.

1956D

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1684.

1951E

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1685.

1951D

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1686.

1923E

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1687.

1905D

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1688.

1827B1

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1689.

1804D

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1690.

1783D

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1691.

1770D

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1692.

1731E

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1693.

1772F

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1694.

1682D

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1695.

1674E

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1696.

1612E

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1697.

1624F

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1698.

1610D

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1699.

1558C

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1700.

1551E

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1701.

1536D

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1702.

1513D

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1703.

1521C

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1704.

1514D

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1705.

1370D

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1706.

1391D

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1707.

1349C

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1708.

1349B

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1709.

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1710.

1010D

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413D

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621E

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1718.

213C

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1288E

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1268B

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1266D

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1724.

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1725.

963B

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1726.

889B

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1727.

1237D

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1728.

1240B

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1730.

1229B

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1731.

1214E

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1009E

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1733.

710E

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1734.

1198C

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863E

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1736.

792C

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1737.

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1738.

803E

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1739.

803F

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1740.

797E

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1741.

258C

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1742.

453B

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1743.

201C

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1744.

1156C

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1745.

383C

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449B

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1747.

555B

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1748.

468B

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1749.

1142B

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1750.

1132F

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1751.

380C

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1752.

1130E

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1753.

1103B

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1754.

366D

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1755.

1101D

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1756.

1082E

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1757.

128C

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1758.

1061D

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1759.

954G

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1760.

954E

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1761.

337D

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1762.

1058E

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1763.

1019B

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1764.

997B

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1765.

999F

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1766.

961D

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1767.

2163D1

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1768.

2170E

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1769.

2135D1

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1770.

2145E

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1771.

2061F1

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1772.

2051G

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1773.

2044H

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1774.

2031E

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1775.

2005E1

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1776.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, greedy, math, number theory

[aryanc403's solution](#)

1777.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

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1778.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[aryanc403's solution](#)

1779.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[aryanc403's solution](#)

1780.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[aryanc403's solution](#)

1781.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[aryanc403's solution](#)

1782.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[aryanc403's solution](#)

1783.

1933F

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Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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1784.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[aryanc403's solution](#)

1785.

1920E

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Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

1786.

1919D

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Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[aryanc403's solution](#)

1787.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[aryanc403's solution](#)

1788.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[aryanc403's solution](#)

1789.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[aryanc403's solution](#)

1790.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[aryanc403's solution](#)

1791.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[aryanc403's solution](#)

1792.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[aryanc403's solution](#)

1793.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[aryanc403's solution](#)

1794.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[aryanc403's solution](#)

1795.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[aryanc403's solution](#)

1796.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[aryanc403's solution](#)

1797.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[aryanc403's solution](#)

1798.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[aryanc403's solution](#)

1799.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[aryanc403's solution](#)

1800.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[aryanc403's solution](#)

1801.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[aryanc403's solution](#)

1802.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers
[aryanc403's solution](#)

1803.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[aryanc403's solution](#)

1804.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[aryanc403's solution](#)

1805.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[aryanc403's solution](#)

1806.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[aryanc403's solution](#)

1807.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

[aryanc403's solution](#)

1808.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[aryanc403's solution](#)

1809.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[aryanc403's solution](#)

1810.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[aryanc403's solution](#)

1811.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[aryanc403's solution](#)

1812.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[aryanc403's solution](#)

1813.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[aryanc403's solution](#)

1814.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

1815.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[aryanc403's solution](#)

1816.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[aryanc403's solution](#)

1817.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[aryanc403's solution](#)

1818.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[aryanc403's solution](#)

1819.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy
[aryanc403's solution](#)

1820.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[aryanc403's solution](#)

1821.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings
[aryanc403's solution](#)

1822.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[aryanc403's solution](#)

1823.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[aryanc403's solution](#)

1824.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[aryanc403's solution](#)

1825.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[aryanc403's solution](#)

1826.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[aryanc403's solution](#)

1827.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[aryanc403's solution](#)

1828.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[aryanc403's solution](#)

1829.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[aryanc403's solution](#)

1830.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities
[aryanc403's solution](#)

1831.

1252G

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Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[aryanc403's solution](#)

1832.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
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1833.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
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1834.

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[aryanc403's solution](#)

1835.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
[aryanc403's solution](#)

1836.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2019-09-30 · last AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

dsu, graphs, trees

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1837.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

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1838.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2019-08-20 · last AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[aryanc403's solution](#)

1839.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2019-08-15 · last AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[aryanc403's solution](#)

1840.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[aryanc403's solution](#)

1841.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[aryanc403's solution](#)

1842.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · Java 8 (first AC) · Tags: brute force, number theory

[aryanc403's solution](#)

1843.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[aryanc403's solution](#)

1844.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[aryanc403's solution](#)

1845.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[aryanc403's solution](#)

1846.

1185F

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Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[aryanc403's solution](#)

1847.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[aryanc403's solution](#)

1848.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar
[aryanc403's solution](#)

1849.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2019-05-06 · last AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[aryanc403's solution](#)

1850.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[aryanc403's solution](#)

1851.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1852.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs
[aryanc403's solution](#)

1853.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation
[aryanc403's solution](#)

1854.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[aryanc403's solution](#)

1855.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[aryanc403's solution](#)

1856.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[aryanc403's solution](#)

1857.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[aryanc403's solution](#)

1858.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[aryanc403's solution](#)

1859.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[aryanc403's solution](#)

1860.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[aryanc403's solution](#)

1861.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[aryanc403's solution](#)

1862.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[aryanc403's solution](#)

1863.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[aryanc403's solution](#)

1864.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2018-10-29 · last AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[aryanc403's solution](#)

1865.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2018-10-15 · last AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[aryanc403's solution](#)

1866.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-18 · last AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[aryanc403's solution](#)

1867.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[aryanc403's solution](#)

1868.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[aryanc403's solution](#)

1869.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[aryanc403's solution](#)

1870.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,776 global accepts · Rating: 2200 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[aryanc403's solution](#)

1871.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers
[aryanc403's solution](#)

1872.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[aryanc403's solution](#)

1873.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
[aryanc403's solution](#)

1874.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
[aryanc403's solution](#)

1875.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[aryanc403's solution](#)

1876.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp
[aryanc403's solution](#)

1877.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[aryanc403's solution](#)

1878.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[aryanc403's solution](#)

1879.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,482 global accepts · Rating: 2200 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[aryanc403's solution](#)

1880.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[aryanc403's solution](#)

1881.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[aryanc403's solution](#)

1882.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[aryanc403's solution](#)

1883.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[aryanc403's solution](#)

1884.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[aryanc403's solution](#)

1885.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[aryanc403's solution](#)

1886.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy,

math

[aryanc403's solution](#)

1887.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[aryanc403's solution](#)

1888.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[aryanc403's solution](#)

1889.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[aryanc403's solution](#)

1890.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[aryanc403's solution](#)

1891.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[aryanc403's solution](#)

1892.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[aryanc403's solution](#)

1893.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[aryanc403's solution](#)

1894.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[aryanc403's solution](#)

1895.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[aryanc403's solution](#)

1896.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[aryanc403's solution](#)

1897.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[aryanc403's solution](#)

1898.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[aryanc403's solution](#)

1899.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[aryanc403's solution](#)

1900.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[aryanc403's solution](#)

1901.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[aryanc403's solution](#)

1902.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[aryanc403's solution](#)

1903.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[aryanc403's solution](#)

1904.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[aryanc403's solution](#)

1905.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide

and conquer, dp, implementation

[aryanc403's solution](#)

1906.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[aryanc403's solution](#)

1907.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[aryanc403's solution](#)

1908.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[aryanc403's solution](#)

1909.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[aryanc403's solution](#)

1910.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[aryanc403's solution](#)

1911.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[aryanc403's solution](#)

1912.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[aryanc403's solution](#)

1913.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[aryanc403's solution](#)

1914.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[aryanc403's solution](#)

1915.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[aryanc403's solution](#)

1916.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[aryanc403's solution](#)

1917.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[aryanc403's solution](#)

1918.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[aryanc403's solution](#)

1919.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[aryanc403's solution](#)

1920.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[aryanc403's solution](#)

1921.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[aryanc403's solution](#)

1922.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[aryanc403's solution](#)

1923.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[aryanc403's solution](#)

1924.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

1925.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[aryanc403's solution](#)

1926.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[aryanc403's solution](#)

1927.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[aryanc403's solution](#)

1928.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[aryanc403's solution](#)

1929.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[aryanc403's solution](#)

1930.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[aryanc403's solution](#)

1931.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aryanc403's solution](#)

1932.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aryanc403's solution](#)

1933.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[aryanc403's solution](#)

1934.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[aryanc403's solution](#)

1935.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-01-27 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[aryanc403's solution](#)

1936.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[aryanc403's solution](#)

1937.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · last AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[aryanc403's solution](#)

1938.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[aryanc403's solution](#)

1939.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[aryanc403's solution](#)

1940.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[aryanc403's solution](#)

1941.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[aryanc403's solution](#)

1942.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[aryanc403's solution](#)

1943.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[aryanc403's solution](#)

1944.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[aryanc403's solution](#)

1945.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, sortings

[aryanc403's solution](#)

1946.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[aryanc403's solution](#)

1947.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[aryanc403's solution](#)

1948.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: flows

[aryanc403's solution](#)

1949.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[aryanc403's solution](#)

1950.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[aryanc403's solution](#)

1951.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[aryanc403's solution](#)

1952.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[aryanc403's solution](#)

1953.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[aryanc403's solution](#)

1954.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[aryanc403's solution](#)

1955.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[aryanc403's solution](#)

1956.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · last AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[aryanc403's solution](#)

1957.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[aryanc403's solution](#)

1958.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aryanc403's solution](#)

1959.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[aryanc403's solution](#)

1960.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[aryanc403's solution](#)

1961.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2019-04-23 · last AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[aryanc403's solution](#)

1962.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[aryanc403's solution](#)

1963.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2019-04-17 · last AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[aryanc403's solution](#)

1964.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[aryanc403's solution](#)

1965.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[aryanc403's solution](#)

1966.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[aryanc403's solution](#)

1967.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2019-04-02 · last AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[aryanc403's solution](#)

1968.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[aryanc403's solution](#)

1969.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-23 · last AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[aryanc403's solution](#)

1970.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[aryanc403's solution](#)

1971.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[aryanc403's solution](#)

1972.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[aryanc403's solution](#)

1973.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[aryanc403's solution](#)

1974.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[aryanc403's solution](#)

1975.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[aryanc403's solution](#)**1976.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[aryanc403's solution](#)**1977.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[aryanc403's solution](#)**1978.**

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[aryanc403's solution](#)**1979.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[aryanc403's solution](#)**1980.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[aryanc403's solution](#)**1981.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[aryanc403's solution](#)**1982.**

1681F

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

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[aryanc403's solution](#)**1983.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[aryanc403's solution](#)**1984.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp,

implementation, interactive

[aryanc403's solution](#)

1985.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[aryanc403's solution](#)

1986.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[aryanc403's solution](#)

1987.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[aryanc403's solution](#)

1988.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[aryanc403's solution](#)

1989.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[aryanc403's solution](#)

1990.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[aryanc403's solution](#)

1991.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[aryanc403's solution](#)

1992.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[aryanc403's solution](#)

1993.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[aryanc403's solution](#)

1994.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[aryanc403's solution](#)

1995.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[aryanc403's solution](#)

1996.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[aryanc403's solution](#)

1997.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
[aryanc403's solution](#)

1998.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[aryanc403's solution](#)

1999.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[aryanc403's solution](#)

2000.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[aryanc403's solution](#)

2001.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[aryanc403's solution](#)

2002.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,567 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[aryanc403's solution](#)

2003.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[aryanc403's solution](#)

2004.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[aryanc403's solution](#)

2005.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[aryanc403's solution](#)

2006.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[aryanc403's solution](#)

2007.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[aryanc403's solution](#)

2008.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[aryanc403's solution](#)

2009.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[aryanc403's solution](#)

2010.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[aryanc403's solution](#)

2011.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[aryanc403's solution](#)

2012.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[aryanc403's solution](#)

2013.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, data structures, greedy, sortings

[aryanc403's solution](#)

2014.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[aryanc403's solution](#)

2015.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[aryanc403's solution](#)

2016.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[aryanc403's solution](#)

2017.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[aryanc403's solution](#)

2018.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[aryanc403's solution](#)

2019.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-14 · last AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[aryanc403's solution](#)

2020.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[aryanc403's solution](#)

2021.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, sortings

[aryanc403's solution](#)

2022.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[aryanc403's solution](#)

2023.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2020-03-12 · last AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aryanc403's solution](#)

2024.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[aryanc403's solution](#)

2025.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[aryanc403's solution](#)

2026.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[aryanc403's solution](#)

2027.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[aryanc403's solution](#)

2028.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[aryanc403's solution](#)

2029.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-01-28 · last AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[aryanc403's solution](#)

2030.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[aryanc403's solution](#)

2031.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[aryanc403's solution](#)

2032.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[aryanc403's solution](#)

2033.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[aryanc403's solution](#)

2034.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[aryanc403's solution](#)

2035.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[aryanc403's solution](#)

2036.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy

[aryanc403's solution](#)

2037.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aryanc403's solution](#)

2038.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aryanc403's solution](#)

2039.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-10-01 · last AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[aryanc403's solution](#)

2040.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[aryanc403's solution](#)

2041.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[aryanc403's solution](#)

2042.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[aryanc403's solution](#)

2043.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-21 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aryanc403's solution](#)

2044.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[aryanc403's solution](#)

2045.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[aryanc403's solution](#)

2046.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers
[aryanc403's solution](#)

2047.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
[aryanc403's solution](#)

2048.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[aryanc403's solution](#)

2049.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[aryanc403's solution](#)

2050.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[aryanc403's solution](#)

2051.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings
[aryanc403's solution](#)

2052.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[aryanc403's solution](#)

2053.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[aryanc403's solution](#)

2054.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[aryanc403's solution](#)

2055.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-03-12 · last AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[aryanc403's solution](#)

2056.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-05 · last AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[aryanc403's solution](#)

2057.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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2058.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[aryanc403's solution](#)

2059.

861F

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Rating: 2300 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

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2060.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[aryanc403's solution](#)

2061.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[aryanc403's solution](#)

2062.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[aryanc403's solution](#)

2063.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[aryanc403's solution](#)

2064.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[aryanc403's solution](#)

2065.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-11-21 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[aryanc403's solution](#)

2066.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[aryanc403's solution](#)

2067.

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[aryanc403's solution](#)

2068.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[aryanc403's solution](#)

2069.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

2070.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[aryanc403's solution](#)

2071.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[aryanc403's solution](#)

2072.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[aryanc403's solution](#)

2073.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[aryanc403's solution](#)

2074.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math,

number theory

[aryanc403's solution](#)

2075.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[aryanc403's solution](#)

2076.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[aryanc403's solution](#)

2077.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[aryanc403's solution](#)

2078.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[aryanc403's solution](#)

2079.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[aryanc403's solution](#)

2080.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[aryanc403's solution](#)

2081.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[aryanc403's solution](#)

2082.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[aryanc403's solution](#)

2083.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[aryanc403's solution](#)

2084.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[aryanc403's solution](#)

2085.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[aryanc403's solution](#)

2086.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[aryanc403's solution](#)

2087.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[aryanc403's solution](#)

2088.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[aryanc403's solution](#)

2089.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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2090.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2400 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[aryanc403's solution](#)

2091.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[aryanc403's solution](#)

2092.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[aryanc403's solution](#)

2093.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[aryanc403's solution](#)

2094.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[aryanc403's solution](#)

2095.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[aryanc403's solution](#)

2096.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[aryanc403's solution](#)

2097.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, probabilities

[aryanc403's solution](#)

2098.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[aryanc403's solution](#)

2099.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[aryanc403's solution](#)

2100.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[aryanc403's solution](#)

2101.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[aryanc403's solution](#)

2102.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[aryanc403's solution](#)

2103.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[aryanc403's solution](#)

2104.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[aryanc403's solution](#)

2105.

1981D

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

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[aryanc403's solution](#)

2106.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[aryanc403's solution](#)

2107.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[aryanc403's solution](#)

2108.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[aryanc403's solution](#)

2109.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[aryanc403's solution](#)

2110.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

2111.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[aryanc403's solution](#)

2112.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[aryanc403's solution](#)

2113.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[aryanc403's solution](#)

2114.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[aryanc403's solution](#)

2115.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[aryanc403's solution](#)

2116.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[aryanc403's solution](#)

2117.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[aryanc403's solution](#)

2118.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[aryanc403's solution](#)

2119.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[aryanc403's solution](#)

2120.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[aryanc403's solution](#)

2121.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[aryanc403's solution](#)

2122.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, graphs

[aryanc403's solution](#)

2123.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[aryanc403's solution](#)

2124.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[aryanc403's solution](#)

2125.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[aryanc403's solution](#)

2126.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[aryanc403's solution](#)

2127.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[aryanc403's solution](#)

2128.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[aryanc403's solution](#)

2129.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[aryanc403's solution](#)

2130.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[aryanc403's solution](#)

2131.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[aryanc403's solution](#)

2132.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[aryanc403's solution](#)

2133.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[aryanc403's solution](#)

2134.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[aryanc403's solution](#)

2135.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[aryanc403's solution](#)

2136.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[aryanc403's solution](#)

2137.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[aryanc403's solution](#)

2138.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[aryanc403's solution](#)

2139.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[aryanc403's solution](#)

2140.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[aryanc403's solution](#)

2141.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[aryanc403's solution](#)

2142.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[aryanc403's solution](#)

2143.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[aryanc403's solution](#)

2144.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[aryanc403's solution](#)

2145.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[aryanc403's solution](#)

2146.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[aryanc403's solution](#)

2147.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · last AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[aryanc403's solution](#)

2148.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,813 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[aryanc403's solution](#)

2149.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[aryanc403's solution](#)

2150.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[aryanc403's solution](#)

2151.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[aryanc403's solution](#)

2152.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
[aryanc403's solution](#)

2153.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[aryanc403's solution](#)

2154.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings
[aryanc403's solution](#)

2155.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings
[aryanc403's solution](#)

2156.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory
[aryanc403's solution](#)

2157.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[aryanc403's solution](#)

2158.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[aryanc403's solution](#)

2159.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[aryanc403's solution](#)

2160.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[aryanc403's solution](#)

2161.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[aryanc403's solution](#)

2162.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[aryanc403's solution](#)

2163.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[aryanc403's solution](#)

2164.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math
[aryanc403's solution](#)

2165.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2019-06-27 · last AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[aryanc403's solution](#)

2166.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[aryanc403's solution](#)

2167.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[aryanc403's solution](#)

2168.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[aryanc403's solution](#)

2169.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing
[aryanc403's solution](#)

2170.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees
[aryanc403's solution](#)

2171.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[aryanc403's solution](#)

2172.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, number theory
[aryanc403's solution](#)

2173.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[aryanc403's solution](#)

2174.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[aryanc403's solution](#)

2175.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[aryanc403's solution](#)

2176.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees
[aryanc403's solution](#)

2177.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory
[aryanc403's solution](#)

2178.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[aryanc403's solution](#)

2179.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · last AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[aryanc403's solution](#)

2180.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[aryanc403's solution](#)

2181.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[aryanc403's solution](#)

2182.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-09-16 · last AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[aryanc403's solution](#)

2183.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, number theory

[aryanc403's solution](#)

2184.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2026-01-11 · last AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[aryanc403's solution](#)

2185.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, graphs, trees

[aryanc403's solution](#)

2186.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[aryanc403's solution](#)

2187.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[aryanc403's solution](#)

2188.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[aryanc403's solution](#)

2189.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[aryanc403's solution](#)

2190.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[aryanc403's solution](#)

2191.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[aryanc403's solution](#)

2192.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

2193.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[aryanc403's solution](#)

2194.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[aryanc403's solution](#)

2195.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, implementation, math

[aryanc403's solution](#)

2196.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[aryanc403's solution](#)

2197.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[aryanc403's solution](#)

2198.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[aryanc403's solution](#)

2199.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-12-23 · last AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[aryanc403's solution](#)

2200.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[aryanc403's solution](#)

2201.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-12-23 · last AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[aryanc403's solution](#)

2202.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[aryanc403's solution](#)

2203.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[aryanc403's solution](#)

2204.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[aryanc403's solution](#)

2205.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[aryanc403's solution](#)

2206.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[aryanc403's solution](#)

2207.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu

[aryanc403's solution](#)

2208.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, implementation

[aryanc403's solution](#)

2209.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[aryanc403's solution](#)

2210.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[aryanc403's solution](#)

2211.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[aryanc403's solution](#)

2212.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[aryanc403's solution](#)

2213.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[aryanc403's solution](#)

2214.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[aryanc403's solution](#)

2215.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[aryanc403's solution](#)

2216.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

2217.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[aryanc403's solution](#)

2218.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-12-14 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[aryanc403's solution](#)

2219.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2025-12-14 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[aryanc403's solution](#)

2220.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[aryanc403's solution](#)

2221.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2025-12-14 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[aryanc403's solution](#)

2222.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dfs and similar, divide and conquer, dp, graphs, trees

[aryanc403's solution](#)

2223.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aryanc403's solution](#)

2224.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[aryanc403's solution](#)

2225.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation

[aryanc403's solution](#)

2226.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

2227.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[aryanc403's solution](#)

2228.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[aryanc403's solution](#)

2229.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[aryanc403's solution](#)

2230.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[aryanc403's solution](#)

2231.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[aryanc403's solution](#)

2232.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[aryanc403's solution](#)

2233.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[aryanc403's solution](#)

2234.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[aryanc403's solution](#)

2235.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[aryanc403's solution](#)

2236.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[aryanc403's solution](#)

2237.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2025-12-03 · last AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[aryanc403's solution](#)

2238.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[aryanc403's solution](#)

2239.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-12-02 · last AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[aryanc403's solution](#)

2240.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math
[aryanc403's solution](#)

2241.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[aryanc403's solution](#)

2242.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[aryanc403's solution](#)

2243.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math
[aryanc403's solution](#)

2244.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings
[aryanc403's solution](#)

2245.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[aryanc403's solution](#)

2246.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[aryanc403's solution](#)

2247.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[aryanc403's solution](#)

2248.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
[aryanc403's solution](#)

2249.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[aryanc403's solution](#)

2250.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[aryanc403's solution](#)

2251.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees
[aryanc403's solution](#)

2252.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, number theory

[aryanc403's solution](#)

2253.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[aryanc403's solution](#)

2254.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, string suffix structures, strings

[aryanc403's solution](#)

2255.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, sortings

[aryanc403's solution](#)

2256.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, number theory

[aryanc403's solution](#)

2257.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

2258.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[aryanc403's solution](#)

2259.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[aryanc403's solution](#)

2260.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[aryanc403's solution](#)

2261.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[aryanc403's solution](#)

2262.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[aryanc403's solution](#)

2263.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[aryanc403's solution](#)

2264.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[aryanc403's solution](#)

2265.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[aryanc403's solution](#)

2266.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[aryanc403's solution](#)

2267.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[aryanc403's solution](#)

2268.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[aryanc403's solution](#)

2269.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[aryanc403's solution](#)

2270.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[aryanc403's solution](#)

2271.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[aryanc403's solution](#)

2272.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[aryanc403's solution](#)

2273.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[aryanc403's solution](#)

2274.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings

[aryanc403's solution](#)

2275.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft

[aryanc403's solution](#)

2276.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, two pointers

[aryanc403's solution](#)

2277.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[aryanc403's solution](#)

2278.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[aryanc403's solution](#)

2279.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[aryanc403's solution](#)

2280.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[aryanc403's solution](#)

2281.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[aryanc403's solution](#)

2282.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · last AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[aryanc403's solution](#)

2283.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[aryanc403's solution](#)

2284.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[aryanc403's solution](#)

2285.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[aryanc403's solution](#)

2286.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[aryanc403's solution](#)

2287.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · last AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[aryanc403's solution](#)

2288.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[aryanc403's solution](#)

2289.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[aryanc403's solution](#)

2290.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[aryanc403's solution](#)

2291.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[aryanc403's solution](#)

2292.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[aryanc403's solution](#)

2293.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[aryanc403's solution](#)

2294.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees
[aryanc403's solution](#)

2295.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[aryanc403's solution](#)

2296.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[aryanc403's solution](#)

2297.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[aryanc403's solution](#)

2298.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[aryanc403's solution](#)

2299.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[aryanc403's solution](#)

2300.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms,

greedy, sortings

[aryanc403's solution](#)

2301.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[aryanc403's solution](#)

2302.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[aryanc403's solution](#)

2303.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[aryanc403's solution](#)

2304.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[aryanc403's solution](#)

2305.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[aryanc403's solution](#)

2306.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[aryanc403's solution](#)

2307.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[aryanc403's solution](#)

2308.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

2309.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[aryanc403's solution](#)

2310.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[aryanc403's solution](#)

2311.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[aryanc403's solution](#)

2312.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[aryanc403's solution](#)

2313.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[aryanc403's solution](#)

2314.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · last AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[aryanc403's solution](#)

2315.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[aryanc403's solution](#)

2316.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-02-23 · last AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[aryanc403's solution](#)

2317.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[aryanc403's solution](#)

2318.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[aryanc403's solution](#)

2319.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[aryanc403's solution](#)

2320.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[aryanc403's solution](#)

2321.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[aryanc403's solution](#)

2322.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[aryanc403's solution](#)

2323.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[aryanc403's solution](#)

2324.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2020-01-27 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[aryanc403's solution](#)

2325.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2019-11-10 · last AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[aryanc403's solution](#)

2326.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[aryanc403's solution](#)

2327.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[aryanc403's solution](#)

2328.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-21 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[aryanc403's solution](#)

2329.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2019-06-22 · last AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[aryanc403's solution](#)

2330.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2019-05-29 · last AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[aryanc403's solution](#)

2331.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[aryanc403's solution](#)

2332.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[aryanc403's solution](#)

2333.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[aryanc403's solution](#)

2334.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aryanc403's solution](#)

2335.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[aryanc403's solution](#)

2336.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aryanc403's solution](#)

2337.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[aryanc403's solution](#)

2338.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[aryanc403's solution](#)

2339.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[aryanc403's solution](#)

2340.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2026-01-03 · last AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory
[aryanc403's solution](#)

2341.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[aryanc403's solution](#)

2342.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[aryanc403's solution](#)

2343.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers
[aryanc403's solution](#)

2344.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[aryanc403's solution](#)

2345.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[aryanc403's solution](#)

2346.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

2347.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[aryanc403's solution](#)

2348.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy
[aryanc403's solution](#)

2349.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[aryanc403's solution](#)

2350.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aryanc403's solution](#)

2351.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[aryanc403's solution](#)

2352.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[aryanc403's solution](#)

2353.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[aryanc403's solution](#)

2354.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[aryanc403's solution](#)

2355.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[aryanc403's solution](#)

2356.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing

[aryanc403's solution](#)

2357.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[aryanc403's solution](#)

2358.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, shortest paths

[aryanc403's solution](#)

2359.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[aryanc403's solution](#)

2360.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[aryanc403's solution](#)

2361.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[aryanc403's solution](#)

2362.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[aryanc403's solution](#)

2363.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · last AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[aryanc403's solution](#)

2364.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[aryanc403's solution](#)

2365.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[aryanc403's solution](#)

2366.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[aryanc403's solution](#)

2367.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[aryanc403's solution](#)

2368.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[aryanc403's solution](#)

2369.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, graphs, interactive

[aryanc403's solution](#)

2370.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[aryanc403's solution](#)

2371.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[aryanc403's solution](#)

2372.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2020-11-23 · last AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[aryanc403's solution](#)

2373.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[aryanc403's solution](#)

2374.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[aryanc403's solution](#)

2375.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[aryanc403's solution](#)

2376.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[aryanc403's solution](#)

2377.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[aryanc403's solution](#)

2378.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[aryanc403's solution](#)

2379.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[aryanc403's solution](#)

2380.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[aryanc403's solution](#)

2381.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · last AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[aryanc403's solution](#)

2382.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[aryanc403's solution](#)

2383.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[aryanc403's solution](#)

2384.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[aryanc403's solution](#)

2385.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[aryanc403's solution](#)

2386.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[aryanc403's solution](#)

2387.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · last AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[aryanc403's solution](#)

2388.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · last AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[aryanc403's solution](#)

2389.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
[aryanc403's solution](#)

2390.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[aryanc403's solution](#)

2391.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings
[aryanc403's solution](#)

2392.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[aryanc403's solution](#)

2393.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[aryanc403's solution](#)

2394.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[aryanc403's solution](#)

2395.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[aryanc403's solution](#)

2396.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp
[aryanc403's solution](#)

2397.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · last AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[aryanc403's solution](#)

2398.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2019-05-28 · last AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[aryanc403's solution](#)

2399.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[aryanc403's solution](#)

2400.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[aryanc403's solution](#)

2401.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[aryanc403's solution](#)

2402.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[aryanc403's solution](#)

2403.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[aryanc403's solution](#)

2404.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[aryanc403's solution](#)

2405.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[aryanc403's solution](#)

2406.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[aryanc403's solution](#)

2407.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[aryanc403's solution](#)

2408.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[aryanc403's solution](#)

2409.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

implementation

[aryanc403's solution](#)

2410.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[aryanc403's solution](#)

2411.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[aryanc403's solution](#)

2412.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[aryanc403's solution](#)

2413.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[aryanc403's solution](#)

2414.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[aryanc403's solution](#)

2415.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[aryanc403's solution](#)

2416.

1782F

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

Rating: 2700 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[aryanc403's solution](#)

2417.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[aryanc403's solution](#)

2418.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[aryanc403's solution](#)

2419.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[aryanc403's solution](#)

2420.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[aryanc403's solution](#)

2421.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[aryanc403's solution](#)

2422.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[aryanc403's solution](#)

2423.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[aryanc403's solution](#)

2424.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[aryanc403's solution](#)

2425.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[aryanc403's solution](#)

2426.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[aryanc403's solution](#)

2427.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[aryanc403's solution](#)

2428.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[aryanc403's solution](#)

2429.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[aryanc403's solution](#)

2430.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · last AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[aryanc403's solution](#)

2431.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[aryanc403's solution](#)

2432.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive

[aryanc403's solution](#)

2433.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[aryanc403's solution](#)

2434.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[aryanc403's solution](#)

2435.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-03-24 · last AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[aryanc403's solution](#)

2436.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[aryanc403's solution](#)

2437.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2020-02-10 · last AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[aryanc403's solution](#)

2438.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-31 · last AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[aryanc403's solution](#)

2439.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[aryanc403's solution](#)

2440.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-20 · last AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[aryanc403's solution](#)

2441.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-08-16 · last AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[aryanc403's solution](#)

2442.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[aryanc403's solution](#)

2443.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[aryanc403's solution](#)

2444.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[aryanc403's solution](#)

2445.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[aryanc403's solution](#)

2446.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[aryanc403's solution](#)

2447.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[aryanc403's solution](#)

2448.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[aryanc403's solution](#)

2449.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[aryanc403's solution](#)

2450.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[aryanc403's solution](#)

2451.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[aryanc403's solution](#)

2452.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[aryanc403's solution](#)

2453.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[aryanc403's solution](#)

2454.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[aryanc403's solution](#)

2455.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[aryanc403's solution](#)

2456.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[aryanc403's solution](#)

2457.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[aryanc403's solution](#)

2458.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2019-11-15 · last AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[aryanc403's solution](#)

2459.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[aryanc403's solution](#)

2460.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[aryanc403's solution](#)

2461.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-02-26 · last AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[aryanc403's solution](#)

2462.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[aryanc403's solution](#)

2463.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[aryanc403's solution](#)

2464.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-08 · last AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[aryanc403's solution](#)

2465.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[aryanc403's solution](#)

2466.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[aryanc403's solution](#)

2467.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[aryanc403's solution](#)

2468.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[aryanc403's solution](#)

2469.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[aryanc403's solution](#)

2470.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math
[aryanc403's solution](#)

2471.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
[aryanc403's solution](#)

2472.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[aryanc403's solution](#)

2473.

1937F

[Bitwise Paradox](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[aryanc403's solution](#)

2474.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[aryanc403's solution](#)

2475.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-03-19 · last AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, interactive
[aryanc403's solution](#)

2476.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2020-05-12 · last AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, probabilities
[aryanc403's solution](#)

2477.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-12-07 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[aryanc403's solution](#)

2478.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees
[aryanc403's solution](#)

2479.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math
[aryanc403's solution](#)

2480.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[aryanc403's solution](#)

2481.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-24 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[aryanc403's solution](#)

2482.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math
[aryanc403's solution](#)

2483.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[aryanc403's solution](#)

2484.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math
[aryanc403's solution](#)

2485.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings
[aryanc403's solution](#)

2486.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[aryanc403's solution](#)

2487.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[aryanc403's solution](#)

2488.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[aryanc403's solution](#)

2489.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[aryanc403's solution](#)

2490.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[aryanc403's solution](#)

2491.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[aryanc403's solution](#)

2492.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[aryanc403's solution](#)

2493.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,179 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[aryanc403's solution](#)

2494.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aryanc403's solution](#)

2495.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[aryanc403's solution](#)

2496.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: — · first AC: 2026-04-28 · last AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[aryanc403's solution](#)

2497.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,199 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[aryanc403's solution](#)

2498.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,507 global accepts · Rating: — · first AC: 2026-04-28 · last AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[aryanc403's solution](#)

2499.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,135 global accepts · Rating: — · first AC: 2026-04-28 · last AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

2500.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,021 global accepts · Rating: — · first AC: 2026-04-28 · last AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[aryanc403's solution](#)

2501.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[aryanc403's solution](#)

2502.

2225D

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

Quality: 6,610 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[aryanc403's solution](#)

2503.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,338 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[aryanc403's solution](#)

2504.

2225B

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

Quality: 14,146 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[aryanc403's solution](#)

2505.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,687 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aryanc403's solution](#)

2506.

105244E

[Petya and Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[aryanc403's solution](#)

2507.

105244G

[Evolutionary Tree Weights](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2508.

105244A

[New Adventures of the Wolf of Wall Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2509.

105244F

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2510.

105244D

[A Giraffe Travels and Munches](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2511.

105244C

[Space Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2512.

105244H

[Subsequence With Specified Differences](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2513.

105244I

[Sum of Path Lengths](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2514.

105244B

[Choosing a Vertex To Remove](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2515.

105239C

[Colored Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2516.

105239G

[Butterball on a Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2517.

105239F

[Large Tiling With Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[aryanc403's solution](#)

2518.

105239A

[1-Stable Sequence by Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aryanc403's solution](#)

2519.

105239B

[Let Us Assemble a Portfolio Together](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aryanc403's solution](#)

2520.

105239E

[Rain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aryanc403's solution](#)

2521.

105239D

[Da Hong Pao](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aryanc403's solution](#)

2522.

105239I

[Path And k Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aryanc403's solution](#)

2523.

105239H

[These Piles of Stones Again!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[aryanc403's solution](#)

2524.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[aryanc403's solution](#)

2525.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aryanc403's solution](#)

2526.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[aryanc403's solution](#)

2527.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[aryanc403's solution](#)

2528.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2529.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2530.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2531.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2532.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[aryanc403's solution](#)

2533.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[aryanc403's solution](#)

2534.

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

[aryanc403's solution](#)

2535.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[aryanc403's solution](#)

2536.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[aryanc403's solution](#)

2537.

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

[aryanc403's solution](#)

2538.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[aryanc403's solution](#)

2539.

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · last AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2540.

103430I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2541.

103430K

[Ice Cream Van](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2542.

103430A

[Armor and Weapons](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2543.

103430E

[Request Throttling](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2544.

103430H

[Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2545.

103430D

[Max Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2546.

103430J

[Bongcloud Opening](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2547.

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2548.

103430C

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2549.

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2550.

103430G

[Chat Ban](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2551.

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2552.

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2553.

103430B

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

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2554.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2555.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2556.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2557.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2558.

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2559.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2560.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2561.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2562.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2563.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2564.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2565.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2566.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2567.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2568.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2569.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · last AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2570.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2571.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2572.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2573.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2574.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2575.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2576.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2577.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2578.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2579.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2580.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2581.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2582.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2583.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2584.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2585.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · last AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2586.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2587.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2588.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2589.

103158E

[AKA AKA learns number theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2590.

103158F

[Memeable String](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2591.

103158B

[Zero equals Infinity!](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · PyPy 3 (first AC) · Tags: —

[aryanc403's solution](#)

2592.

103158G

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

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2593.

103158I

[Binary string](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2594.

103158J

[2wix+](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2595.

103158C

[Topology vs Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2596.

103158H

[Annoying posts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2597.

103158K

[Helping Eagle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2598.

103158L

[Memable Ace](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2599.

103158A

[Sakally Soldier](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2600.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2601.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2602.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2603.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2604.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2605.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[aryanc403's solution](#)

2606.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2607.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · last AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2608.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2609.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2610.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2611.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2612.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2613.

103049C

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

Rating: — · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: —

[aryanc403's solution](#)

2614.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: —

[aryanc403's solution](#)

2615.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2616.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2617.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2618.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2619.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2620.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · Python 3 (first AC) · Tags: —

[aryanc403's solution](#)

2621.

103119L

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

Rating: — · first AC: 2021-06-05 · PyPy 3 (first AC) · Tags: —

[aryanc403's solution](#)

2622.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2623.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2624.

103102I

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

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2625.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2626.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2627.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2628.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2629.

102155I

[\\$leq\\$ or \\$geq\\$](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2630.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2631.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2632.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · Java 8 (first AC) · Tags: —

[aryanc403's solution](#)

2633.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · Java 8 (first AC) · Tags: —

[aryanc403's solution](#)

2634.

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2635.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2636.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2637.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2638.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[aryanc403's solution](#)

2639.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2640.

100959L

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

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2641.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2642.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[aryanc403's solution](#)

2643.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2644.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[aryanc403's solution](#)

2645.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[aryanc403's solution](#)

2646.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2647.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2648.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2649.

100199D

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

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2650.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2651.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[aryanc403's solution](#)

2652.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[aryanc403's solution](#)

2653.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[aryanc403's solution](#)

2654.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2655.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2656.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2657.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2658.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2659.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2660.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2661.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2662.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2663.

102348B

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

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2664.

102348F

[The Number of Products](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2665.

100571A

[Cursed Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2666.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2667.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2668.

101510C

[Computer Science](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2669.

101510B

[Biology](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2670.

101510A

[Art](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2671.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[aryanc403's solution](#)

2672.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2673.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[aryanc403's solution](#)

2674.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2675.

102001J

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

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[aryanc403's solution](#)

2676.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2677.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2678.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[aryanc403's solution](#)

2679.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2680.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2681.

101473C

[Boss](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[aryanc403's solution](#)

2682.

101473H

[Buses](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2683.

101473J

[Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2684.

101473I

[Patches](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2685.

101473D

[Folding Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2686.

101473G

[Lines of Containers](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2687.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2688.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2689.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[aryanc403's solution](#)

2690.

102275B

[Bitstrings as a Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2691.

102267J

[Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2692.

102267F

[Arena Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · last AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2693.

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2694.

102267I

[Ultimate Army](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · Java 8 (first AC) · Tags: —

[aryanc403's solution](#)

2695.

102267H

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

Rating: — · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2696.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2697.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2698.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · Java 8 (first AC) · Tags: —

[aryanc403's solution](#)

2699.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2700.

102264A

[Graphs as a Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2701.

102264B

[Class Treasurer](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2702.

undefined118

[Digital root](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: *special

[aryanc403's solution](#)

2703.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: *special

[aryanc403's solution](#)

2704.

102249A

[Leapfrog: Ch. 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · last AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2705.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[aryanc403's solution](#)

2706.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2707.

102191C

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

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2708.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2709.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2710.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[aryanc403's solution](#)

2711.

101498L

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

Rating: — · first AC: 2019-01-18 · last AC: 2019-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2712.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2713.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2714.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2715.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[aryanc403's solution](#)

2716.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2717.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2718.

undefined193

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · Python 2 (first AC) · Tags: —

[aryanc403's solution](#)

2719.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · Python 2 (first AC) · Tags: —

[aryanc403's solution](#)

2720.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[aryanc403's solution](#)

2721.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[aryanc403's solution](#)

2722.

101859A

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2723.

101859B

[Interception](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[aryanc403's solution](#)

2724.

393D

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · last AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aryanc403's solution](#)

2725.

undefined102

[Coprimess](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: *special

[aryanc403's solution](#)

2726.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: *special

[aryanc403's solution](#)

2727.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[aryanc403's solution](#)

2728.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[aryanc403's solution](#)

2729.

undefined460

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