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992A
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242.
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937A
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959A
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918A
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908A
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253.
894A
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254.
854A
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255.
851A
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821A
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257.
822A
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258.
2178B
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1764B
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1951A
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262.
1896B
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1856B
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264.
1848A
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1808A
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1775A2
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267.
1779B
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1733B
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269.
1726A
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270.
1705B
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1696B
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1668B
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273.
1642B
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274.
1609A
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275.
1610A
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1612B
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1588A
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1555A
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1543A
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1535B
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283.
1505A
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284.
1496A
Split it! · Tutorial
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285.
1501B
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1494A
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1486A
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288.
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289.
1475A
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1475B
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1471A
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1468N
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293.
1440B
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294.
1445B
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295.
1436B
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296.
1430A
Number of Apartments · Tutorial
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1427A
Avoiding Zero · Tutorial
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298.
1426B
Symmetric Matrix · Tutorial
Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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299.
1419A
Digit Game · Tutorial
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1401A
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1380A
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1374B
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303.
1373B
01 Game · Tutorial
Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games
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1354A
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305.
1351B
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1341A
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307.
1343A
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308.
1326B
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309.
1313A
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310.
1295A
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311.
913A
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312.
1283B
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1279A
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1201A
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323.
1004A
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324.
1107A
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325.
1093B
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atodo's solution

327.
1079A
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atodo's solution

328.
1047B
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329.
1011A
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1008A
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948A
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332.
989A
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333.
961A
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334.
980A
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335.
975A
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336.
916A
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337.
918B
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338.
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339.
820A
Mister B and Book Reading · Tutorial
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2124B
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Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
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342.
1970A1
Balanced Shuffle (Easy) · Tutorial
Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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1930B
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344.
1876A
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1844B
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1834B
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347.
1798B
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Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
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348.
1804B
Vaccination · Tutorial
Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
atodo's solution

349.
1785A
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atodo's solution

350.
1782B
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Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
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1770B
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1761B
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1766B
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1704B
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359.
1566C
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Quality: 19,040 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
atodo's solution

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1589B
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atodo's solution

361.
1598B
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482.
1332A
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484.
1214B
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1202A
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487.
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488.
1105B
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489.
1105A
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1099B
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492.
1058B
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1042A
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494.
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495.
911A
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985A
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987B
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861A
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2178C
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1965A
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1905C
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735.
1696C
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1670C
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737.
1654C
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738.
1648A
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1634B
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1266C
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1628A
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1609C
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1579D
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1535C
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1515C
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1517C
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1494B
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1490E
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1475C
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1468C
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756.
1456A
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757.
1443C
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763.
1425F
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764.
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766.
1380B
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767.
1375C
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1374D
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1369C
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1370C
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1363B
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772.
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1355D
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774.
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1348B
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1312C
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1316B
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1320A
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1303B
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784.
1270C
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1279C
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786.
1253B
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787.
1215B
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1214A
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1200C
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1201C
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1197C
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1195C
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1156A
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795.
1130C
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1143C
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atodo's solution

798.
1110B
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799.
1004C
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800.
1104C
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atodo's solution

801.
1097C
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atodo's solution

802.
1091C
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803.
1061B
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804.
1088C
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808.
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987C
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934A
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813.
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816B
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818.
2053C
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1949B
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820.
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1876B
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1817A
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1804C
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825.
1753A2
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1630A
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1621B
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1616C
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580C
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1473C
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852.
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1408C
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858.
1426D
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859.
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860.
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1419D2
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1419C
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869.
1379A
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1385D
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1368C
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1323B
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1782C
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1610C
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Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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947.
1612D
X-Magic Pair · Tutorial
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948.
1603B
Moderate Modular Mode · Tutorial
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atodo's solution

949.
1582D
Vupsen, Pupsen and 0 · Tutorial
Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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950.
1555D
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951.
1530D
Secret Santa · Tutorial
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952.
1542C
Strange Function · Tutorial
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953.
1523C
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954.
1528A
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Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
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955.
1527C
Sequence Pair Weight · Tutorial
Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
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956.
1519D
Maximum Sum of Products · Tutorial
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957.
1514C
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Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
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958.
1511D
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959.
1512E
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Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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960.
1503A
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961.
1498C
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atodo's solution

962.
1483A
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Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
atodo's solution

963.
1497C2
k-LCM (hard version) · Tutorial
Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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964.
980B
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965.
1486C1
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966.
1481C
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atodo's solution

967.
1476C
Longest Simple Cycle · Tutorial
Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
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968.
1475E
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Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
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969.
1469C
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Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
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970.
1468K
The Robot · Tutorial
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971.
1458A
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972.
1461D
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structures, divide and conquer, implementation, sortings
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973.
1455D
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Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
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1437D
Minimal Height Tree · Tutorial
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atodo's solution

975.
1423K
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Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
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976.
1407C
Chocolate Bunny · Tutorial
Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
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977.
1398C
Good Subarrays · Tutorial
Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
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1389B
Array Walk · Tutorial
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979.
1371D
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Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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980.
1363C
Game On Leaves · Tutorial
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981.
1374E1
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982.
1373D
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Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
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983.
1358C
Celex Update · Tutorial
Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math
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984.
1349A
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1352G
Special Permutation · Tutorial
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1344A
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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
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1348C
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atodo's solution

988.
383A
Milking cows · Tutorial
Quality: 5,571 global accepts · Rating: 1600 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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989.
1342C
Yet Another Counting Problem · Tutorial
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1336A
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1334C
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atodo's solution

992.
617C
Watering Flowers · Tutorial
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993.
232A
Cycles · Tutorial

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy
atodo's solution

994.
1327C
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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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995.
1305C
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atodo's solution

996.
1321C
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Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
atodo's solution

997.
1303C
Perfect Keyboard · Tutorial
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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998.
1290A
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Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
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Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
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1284C
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atodo's solution

1001.
913C
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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
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1002.
1238C
Standard Free2play · Tutorial
Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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1003.
1240A
Save the Nature · Tutorial

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atodo's solution

1004.
1217B
Zmei Gorynich · Tutorial
Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: greedy, math
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1005.
1188A1
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atodo's solution

1006.
1198B
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1007.
1198A
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1008.
1148B
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1009.
1151D
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1010.
1151B
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1011.
1137A
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Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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1012.
1137B
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Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
atodo's solution

1013.
1138C
Skyscrapers · Tutorial
Rating: 1600 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
atodo's solution

1014.
1113C
Sasha and a Bit of Relax · Tutorial
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atodo's solution

1015.
1099D
Sum in the tree · Tutorial
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atodo's solution

1016.
1036D
Vasya and Arrays · Tutorial
Quality: 10,628 global accepts · Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: greedy, two pointers
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1017.
1096C
Polygon for the Angle · Tutorial
Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: brute force, geometry
atodo's solution

1018.
1087C
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Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation
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1019.
1082C
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Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings
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1020.
1065C
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Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-11-15 · GNU C++11 (first AC) · Tags: greedy
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1021.
1062C
Banh-mi · Tutorial
Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
atodo's solution

1022.
1072C
Cram Time · Tutorial
Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
atodo's solution

1023.
1059C
Sequence Transformation · Tutorial
Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
atodo's solution

1024.
1041C
Coffee Break · Tutorial
Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
atodo's solution

1025.
1027C
Minimum Value Rectangle · Tutorial
Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
atodo's solution

1026.
993A
Two Squares · Tutorial
Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
atodo's solution

1027.
992C
Nastya and a Wardrobe · Tutorial
Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math
atodo's solution

1028.
992B
Nastya Studies Informatics · Tutorial
Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
atodo's solution

1029.
948C
Producing Snow · Tutorial
Rating: 1600 · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
atodo's solution

1030.
987D
Fair · Tutorial
Rating: 1600 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
atodo's solution

1031.
939C
Convenient For Everybody · Tutorial
Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
atodo's solution

1032.
922C
Cave Painting · Tutorial
Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
atodo's solution

1033.
2152D
Division Versus Addition · Tutorial
Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
atodo's solution

1034.
2124D
Make a Palindrome · Tutorial
Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
atodo's solution

1035.
2123F
Minimize Fixed Points · Tutorial
Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
atodo's solution

1036.
2053D
Refined Product Optimality · Tutorial
Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
atodo's solution

1037.
1995B2
Bouquet (Hard Version) · Tutorial
Quality: 10,151 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
atodo's solution

1038.
1970C2
Game on Tree (Medium) · Tutorial
Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
atodo's solution

1039.
1936A
Bitwise Operation Wizard · Tutorial
Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
atodo's solution

1040.
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
atodo's solution

1041.
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
atodo's solution

1042.
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
atodo's solution

1043.
30B
Codeforces World Finals · Tutorial
Quality: 1,387 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
atodo's solution

1044.
1835A
k-th equality · Tutorial
Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
atodo's solution

1045.
1810D
Climbing the Tree · Tutorial
Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
atodo's solution

1046.
1798C
Candy Store · Tutorial
Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
atodo's solution

1047.
1799C
Double Lexicographically Minimum · Tutorial
Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
atodo's solution

1048.
1776F
Train Splitting · Tutorial
Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
atodo's solution

1049.
1783C
Yet Another Tournament · Tutorial
Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
atodo's solution

1050.
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
atodo's solution

1051.
1770C
Koxia and Number Theory · Tutorial
Quality: 9,667 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
atodo's solution

1052.
1731D
Valiant's New Map · Tutorial
Quality: 8,504 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
atodo's solution

1053.
1731C
Even Subarrays · Tutorial
Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
atodo's solution

1054.
1715C
Monoblock · Tutorial
Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
atodo's solution

1055.
1700C
Helping the Nature · Tutorial
Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
atodo's solution

1056.
1695C
Zero Path · Tutorial
Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
atodo's solution

1057.
1693B
Fake Plastic Trees · Tutorial
Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
atodo's solution

1058.
1684D
Traps · Tutorial
Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
atodo's solution

1059.
1687B
Railway System · Tutorial
Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
atodo's solution

1060.
1677B
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Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
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1670D
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1512G
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1503B
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1210B
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1497E1
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1491C
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1479A
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1476D
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1478C
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1474C
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1473D
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1469D
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1237C1
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1468F
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1095.
1468D
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Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
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1096.
498A
Crazy Town · Tutorial
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1097.
1434B
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atodo's solution

1098.
1292B
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1430D
String Deletion · Tutorial
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1100.
1422C
Bargain · Tutorial
Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1101.
1392D
Omkar and Bed Wars · Tutorial
Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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1102.
1393C
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atodo's solution

1103.
1383A
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1381A2
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1105.
1368D
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1359C
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1107.
1360F
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1108.
193A
Cutting Figure · Tutorial
Quality: 4,682 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees
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1109.
1340B
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1110.
1343D
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1111.
1336B
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1112.
1333C
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1113.
617D
Polyline · Tutorial
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1114.
1329B
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1115.
1332D
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1116.
1325D
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1117.
1324E
Sleeping Schedule · Tutorial
Quality: 17,015 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
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1118.
1312D
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1119.
1320B
Navigation System · Tutorial
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atodo's solution

1120.
1314A
Recommendations · Tutorial
Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
atodo's solution

1121.
1313B
Different Rules · Tutorial
Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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1122.
1295B
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1123.
1279D
Santa's Bot · Tutorial
Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
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1124.
1268A
Long Beautiful Integer · Tutorial
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1125.
1278C
Berry Jam · Tutorial
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1126.
1254A
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Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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1127.
1253D
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1128.
1257D
Yet Another Monster Killing Problem · Tutorial
Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
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1129.
1239A
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1215D
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1209D
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1132.
1217C
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1133.
1204C
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1134.
1202B
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1135.
1194D
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1182C
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1148C
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1138.
1168A
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1139.
1131F
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1140.
1153C
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1141.
656B
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atodo's solution

1142.
1143D
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atodo's solution

1143.
1114C
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1144.
1111B
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Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math
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1145.
1111C
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1146.
1091D
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1147.
1087D
Minimum Diameter Tree · Tutorial
Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation, trees
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1148.
1093D
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Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
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1149.
1061C
Multiplicity · Tutorial
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atodo's solution

1150.
1079C
Playing Piano · Tutorial
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atodo's solution

1151.
1075C
The Tower is Going Home · Tutorial
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atodo's solution

1152.
1043D
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atodo's solution

1153.
1051D
Bicolorings · Tutorial
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1154.
1042C
Array Product · Tutorial
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atodo's solution

1155.
1041D
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1156.
1027D
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Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
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1157.
1019A
Elections · Tutorial

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1158.
931C
Laboratory Work · Tutorial
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atodo's solution

1159.
983A
Finite or not? · Tutorial
Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-06-05 · last AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1160.
897C
Nephren gives a riddle · Tutorial
Rating: 1700 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
atodo's solution

1161.
816C
Karen and Game · Tutorial
Rating: 1700 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
atodo's solution

1162.
1995C
Squaring · Tutorial
Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
atodo's solution

1163.
1970E1
Trails (Easy) · Tutorial
Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp
atodo's solution

1164.
1965B
Missing Subsequence Sum · Tutorial
Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
atodo's solution

1165.
1954D
Colored Balls · Tutorial
Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
atodo's solution

1166.
1949I
Disks · Tutorial
Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
atodo's solution

1167.
1930D1
Sum over all Substrings (Easy Version) · Tutorial
Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
atodo's solution

1168.
1856E1
PermuTree (easy version) · Tutorial
Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
atodo's solution

1169.
1852B
Imbalanced Arrays · Tutorial
Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
atodo's solution

1170.
1848C
Vika and Price Tags · Tutorial
Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
atodo's solution

1171.
1675F
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Funny Substrings · Tutorial
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1504.
1516D
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1505.
1511E
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1510D
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1510G
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1499D
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1512.
498C
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546E
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1514.
335C
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1466F
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1450C1
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1446C
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1434C
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1409F
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1392E
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1393D
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1389D
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1387A
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1370E
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1363D
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1360H
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1343E
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1322B
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1240C
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1187E
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1550.
1151E
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1106E
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1098B
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1553.
1099E
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1554.
993C
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1027E
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1556.
996C
Tesla · Tutorial
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2178F
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1559.
1970E3
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1560.
1967B2
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1954E
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1562.
1949F
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1563.
1854B
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1564.
1848D
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1565.
1815C
Between · Tutorial
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1566.
1808E1
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1776B
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1773B
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1736D
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1730D
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1704E
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1572.
1695D1
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1573.
1670E
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1672E
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1575.
1656E
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1576.
1646E
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1635E
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1567E
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1580.
1559E
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1581.
1630C
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1097D
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1583.
765E
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1584.
1246C
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atodo's solution

1585.
1616E
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1615D
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1587.
1208E
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1588.
1586E
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atodo's solution

1589.
1575G
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atodo's solution

1590.
1575K
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atodo's solution

1591.
1575H
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1592.
1580C
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atodo's solution

1593.
1579G
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Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
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1594.
1556E
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atodo's solution

1595.
1220E
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atodo's solution

1596.
908D
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Quality: 2,607 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
atodo's solution

1597.
1552F
Telepanting · Tutorial
Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
atodo's solution

1598.
1543D2
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atodo's solution

1599.
1542D
Priority Queue · Tutorial
Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
atodo's solution

1600.
1535E
Gold Transfer · Tutorial
Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
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1601.
1515E
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Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1602.
1485D
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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
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1603.
1503C
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atodo's solution

1604.
1498E
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Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
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1605.
1500B
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Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
atodo's solution

1606.
403C
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Rating: 2200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math
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1607.
453C
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1608.
1486E
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Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
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1609.
1477C
Nezzar and Nice Beatmap · Tutorial
Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
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1610.
1474D
Cleaning · Tutorial
Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
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1611.
316C1
Tidying Up · Tutorial
Quality: 592 global accepts · Rating: 2200 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: flows
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1612.
1470D
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Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
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1613.
551C
GukiZ hates Boxes · Tutorial
Quality: 3,988 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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1614.
1468H
K and Medians · Tutorial
Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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1615.
1468A
LaIS · Tutorial
Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
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1616.
1461E
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1617.
1456C
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Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
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1618.
1438D
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Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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1619.
901B
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Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1620.
833B
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1621.
354E
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Quality: 911 global accepts · Rating: 2200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp
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1622.
1437E
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Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
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1623.
1428E
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Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
atodo's solution

1624.
903D
Almost Difference · Tutorial
Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
atodo's solution

1625.
1400E
Clear the Multiset · Tutorial
Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
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1626.
570D
Tree Requests · Tutorial
Quality: 9,045 global accepts · Rating: 2200 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
atodo's solution

1627.
559C
Gerald and Giant Chess · Tutorial
Quality: 8,100 global accepts · Rating: 2200 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
atodo's solution

1628.
52C
Circular RMQ · Tutorial
Quality: 11,251 global accepts · Rating: 2200 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
atodo's solution

1629.
86D
Powerful array · Tutorial
Quality: 16,879 global accepts · Rating: 2200 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
atodo's solution

1630.
353E
Antichain · Tutorial
Quality: 672 global accepts · Rating: 2200 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, greedy
atodo's solution

1631.
1424M
Ancient Language · Tutorial
Quality: 616 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings
atodo's solution

1632.
1425E
Excitation of Atoms · Tutorial
Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
atodo's solution

1633.
1407D
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Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
atodo's solution

1634.
1398E
Two Types of Spells · Tutorial
Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
atodo's solution

1635.
1399E2
Weights Division (hard version) · Tutorial
Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
atodo's solution

1636.
1389E
Calendar Ambiguity · Tutorial
Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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1637.
1373E
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Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
atodo's solution

1638.
477C
Dreamoon and Strings · Tutorial
Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
atodo's solution

1639.
1336C
Kaavi and Magic Spell · Tutorial
Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
atodo's solution

1640.
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
atodo's solution

1641.
1334E
Divisor Paths · Tutorial
Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
atodo's solution

1642.
1333F
Kate and imperfection · Tutorial
Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
atodo's solution

1643.
617E
XOR and Favorite Number · Tutorial
Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures
atodo's solution

1644.
1328F
Make k Equal · Tutorial
Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
atodo's solution

1645.
1327D
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Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
atodo's solution

1646.
286B
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Quality: 1,172 global accepts · Rating: 2200 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1647.
1295E
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Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
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1648.
863F
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1649.
756C
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1650.
1253E
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1652.
1238F
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atodo's solution

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1215E
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1654.
165E
Compatible Numbers · Tutorial
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atodo's solution

1655.
1178F1
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1656.
1194E
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atodo's solution

1657.
616E
Sum of Remainders · Tutorial
Quality: 3,500 global accepts · Rating: 2200 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: implementation, math, number theory
atodo's solution

1658.
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
atodo's solution

1659.
1149B
Three Religions · Tutorial
Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
atodo's solution

1660.
1154G
Minimum Possible LCM · Tutorial
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atodo's solution

1661.
1153E
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Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
atodo's solution

1662.
1110D
Jongmah · Tutorial
Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp
atodo's solution

1663.
1110E
Magic Stones · Tutorial

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
atodo's solution

1664.
1105E
Helping Hiasat · Tutorial
Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
atodo's solution

1665.
810D
Glad to see you! · Tutorial
Rating: 2200 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
atodo's solution

1666.
2124F1
Appending Permutations (Easy Version) · Tutorial
Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
atodo's solution

1667.
1995D
Cases · Tutorial
Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
atodo's solution

1668.
1970F3
Playing Quidditch (Hard) · Tutorial
Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
atodo's solution

1669.
1970F2
Playing Quidditch (Medium) · Tutorial
Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
atodo's solution

1670.
1970F1
Playing Quidditch (Easy) · Tutorial
Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
atodo's solution

1671.
1970B3
Exact Neighbours (Hard) · Tutorial
Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
atodo's solution

1672.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
atodo's solution

1673.
1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
atodo's solution

1674.
1949G
Scooter · Tutorial
Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
atodo's solution

1675.
1943C
Tree Compass · Tutorial
Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
atodo's solution

1676.
1919F1
Wine Factory (Easy Version) · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
atodo's solution

1677.
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
atodo's solution

1678.
1842E
Tenzing and Triangle · Tutorial
Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
atodo's solution

1679.
1834E
MEX of LCM · Tutorial
Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
atodo's solution

1680.
1798E
Multitest Generator · Tutorial
Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
atodo's solution

1681.
1799E
City Union · Tutorial
Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
atodo's solution

1682.
1782E
Rectangle Shrinking · Tutorial
Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
atodo's solution

1683.
1783E
Game of the Year · Tutorial
Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
atodo's solution

1684.
1728E
Red-Black Pepper · Tutorial
Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
atodo's solution

1685.
1705E
Mark and Professor Koro · Tutorial
Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
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1686.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
atodo's solution

1687.
1693C
Keshi in Search of AmShZ · Tutorial
Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
atodo's solution

1688.
1654E
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Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
atodo's solution

1689.
1625D
Binary Spiders · Tutorial
Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
atodo's solution

1690.
1513E
Cost Equilibrium · Tutorial
Quality: 1,732 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
atodo's solution

1691.
960E
Alternating Tree · Tutorial
Quality: 2,271 global accepts · Rating: 2300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
atodo's solution

1692.
1450C2
Errich-Tac-Toe (Hard Version) · Tutorial
Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
atodo's solution

1693.
1148E
Earth Wind and Fire · Tutorial
Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

atodo's solution

1694.
1628C
Grid Xor · Tutorial
Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
atodo's solution

1695.
1621E
New School · Tutorial
Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
atodo's solution

1696.
1610E
AmShZ and G.O.A.T. · Tutorial
Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math
atodo's solution

1697.
1588C
Game with Stones · Tutorial
Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
atodo's solution

1698.
1603C
Extreme Extension · Tutorial
Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
atodo's solution

1699.
1601C
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Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
atodo's solution

1700.
1594E2
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Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees
atodo's solution

1701.
1592D
Hemose in ICPC ? · Tutorial
Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
atodo's solution

1702.
1575I
Illusions of the Desert · Tutorial
Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
atodo's solution

1703.
1268C
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Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

atodo's solution

1704.
1548D1
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Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory
atodo's solution

1705.
1552E
Colors and Intervals · Tutorial
Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
atodo's solution

1706.
1553F
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Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
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1707.
1540B
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atodo's solution

1708.
1534E
Lost Array · Tutorial
Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
atodo's solution

1709.
1536E
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Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
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1710.
1528C
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1711.
1251E1
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1712.
1495C
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1713.
1476E
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1714.
316C2
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1715.
1468M
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1464C
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1717.
901C
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543D
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1720.
1228E
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1422D
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1727.
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1728.
154C
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1729.
1203F2
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788C
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675E
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1733.
1182E
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1734.
451E
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1735.
825E
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1009F
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715B
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1738.
1399F
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1739.
1385F
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Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees
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1740.
1385G
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1741.
1380E
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1742.
1371E2
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316E3
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1744.
316E2
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1745.
547C
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1746.
785D
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1747.
786B
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1748.
383D
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1749.
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1750.
600E
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1751.
438D
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1752.
1322C
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1755.
1270E
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1756.
748F
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1757.
1200F
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1758.
1197E
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1759.
1096F
Inversion Expectation · Tutorial
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1760.
1978F
Large Graph · Tutorial
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1761.
1970A3
Balanced Unshuffle (Hard) · Tutorial
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1762.
1970A2
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Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees
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1763.
1943D1
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1764.
1936C
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1765.
1930E
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1766.
1887C
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1767.
1874B
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1768.
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1769.
1852C
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1770.
1848F
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1844E
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1772.
1827B2
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1817C
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1804E
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1770E
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1750E
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1761E
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1753D
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1634E
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1633E
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1630D
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1615E
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1608D
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1796.
1582F2
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1598F
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1816.
506D
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632E
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1818.
246E
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467D
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626F
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1000F
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1483D
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1499F
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444C
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342E
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1832.
1491E
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1833.
1473E
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1834.
498D
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1835.
865D
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structures, greedy
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1836.
1455E
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Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
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1837.
1469E
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Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
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1838.
1463E
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Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
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1839.
1418E
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1840.
1443E
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atodo's solution

1841.
1442C
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atodo's solution

1842.
1436E
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Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
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1843.
1428F
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1844.
1239D
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Quality: 2,601 global accepts · Rating: 2400 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
atodo's solution

1845.
1423J
Bubble Cup hypothesis · Tutorial
Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
atodo's solution

1846.
1083E
The Fair Nut and Rectangles · Tutorial
Quality: 5,616 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
atodo's solution

1847.
1408E
Avoid Rainbow Cycles · Tutorial
Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
atodo's solution

1848.
484D
Kindergarten · Tutorial
Quality: 3,038 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
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1849.
1403A
The Potion of Great Power · Tutorial
Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers
atodo's solution

1850.
1401F
Reverse and Swap · Tutorial
Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures
atodo's solution

1851.
1401E
Divide Square · Tutorial
Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings
atodo's solution

1852.
1392F
Omkar and Landslide · Tutorial
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atodo's solution

1853.
690A3
Collective Mindsets (hard) · Tutorial
Quality: 672 global accepts · Rating: 2400 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
atodo's solution

1854.
1374F
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Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
atodo's solution

1855.
1373F
Network Coverage · Tutorial
Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
atodo's solution

1856.
1369E
DeadLee · Tutorial
Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
atodo's solution

1857.
1370F1
The Hidden Pair (Easy Version) · Tutorial
Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
atodo's solution

1858.
1358E
Are You Fired? · Tutorial
Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
atodo's solution

1859.
145E
Lucky Queries · Tutorial
Quality: 3,962 global accepts · Rating: 2400 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
atodo's solution

1860.
375D
Tree and Queries · Tutorial
Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-05-19 · last AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
atodo's solution

1861.
525D
Arthur and Walls · Tutorial
Quality: 1,999 global accepts · Rating: 2400 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
atodo's solution

1862.
1348E
Phoenix and Berries · Tutorial
Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
atodo's solution

1863.
1340C
Nastya and Unexpected Guest · Tutorial
Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
atodo's solution

1864.
1343F
Restore the Permutation by Sorted Segments · Tutorial
Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

atodo's solution

1865.
1333E
Road to 1600 · Tutorial
Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
atodo's solution

1866.
1329C
Drazil Likes Heap · Tutorial
Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
atodo's solution

1867.
1326E
Bombs · Tutorial
Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
atodo's solution

1868.
418C
Square Table · Tutorial
Rating: 2400 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
atodo's solution

1869.
1114F
Please, another Queries on Array? · Tutorial
Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
atodo's solution

1870.
1286C1
Madhouse (Easy version) · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
atodo's solution

1871.
1257F
Make Them Similar · Tutorial
Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
atodo's solution

1872.
1242C
Sum Balance · Tutorial
Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
atodo's solution

1873.
449D
Jzzhu and Numbers · Tutorial
Quality: 6,141 global accepts · Rating: 2400 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
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1874.
1202E
You Are Given Some Strings... · Tutorial
Quality: 2,766 global accepts · Rating: 2400 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings
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1875.
1186F
Vus the Cossack and a Graph · Tutorial
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atodo's solution

1876.
1174F
Ehab and the Big Finale · Tutorial
Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
atodo's solution

1877.
1147D
Palindrome XOR · Tutorial
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atodo's solution

1878.
1099F
Cookies · Tutorial
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1879.
1107G
Vasya and Maximum Profit · Tutorial
Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
atodo's solution

1880.
1091E
New Year and the Acquaintance Estimation · Tutorial
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1881.
1080F
Katya and Segments Sets · Tutorial
Quality: 918 global accepts · Rating: 2400 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings
atodo's solution

1882.
1088E
Ehab and a component choosing problem · Tutorial
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atodo's solution

1883.
1080E
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1884.
2183F
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1885.
1994F
Stardew Valley · Tutorial
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1886.
1764F
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1887.
1956E1
Nene vs. Monsters (Easy Version) · Tutorial
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1888.
1951F
Inversion Composition · Tutorial
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1889.
1876D
Lexichromatography · Tutorial
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1890.
1859E
Maximum Monogonosity · Tutorial
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atodo's solution

1891.
1854C
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1892.
1842F
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1893.
1835B
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1894.
1808E2
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1895.
1798F
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1896.
1776I
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1776J
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1898.
1775F
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1899.
1783F
Double Sort II · Tutorial
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1900.
1779F
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1901.
1731F
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1902.
1773I
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1904.
1687C
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1905.
1677D
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1906.
1562E
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1907.
1539E
Game with Cards · Tutorial
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1908.
1637F
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1909.
1017F
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1368E
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1586F
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1556F
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atodo's solution

1913.
790C
Bear and Company · Tutorial
Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
atodo's solution

1914.
1548C
The Three Little Pigs · Tutorial
Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
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1915.
1521D
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atodo's solution

1916.
1452E
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Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
atodo's solution

1917.
840D
Destiny · Tutorial
Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
atodo's solution

1918.
1534F1
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Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
atodo's solution

1919.
1528D
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Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
atodo's solution

1920.
1527E
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1921.
1516E
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Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
atodo's solution

1922.
1246D
Tree Factory · Tutorial
Rating: 2500 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
atodo's solution

1923.
1508C
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atodo's solution

1924.
442C
Artem and Array · Tutorial
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1925.
484E
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Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
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1926.
868F
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Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
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580E
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1928.
348C
Subset Sums · Tutorial
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atodo's solution

1929.
528D
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Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft
atodo's solution

1930.
449C
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Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
atodo's solution

1931.
508D
Tanya and Password · Tutorial
Quality: 4,232 global accepts · Rating: 2500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
atodo's solution

1932.
986C
AND Graph · Tutorial
Quality: 2,716 global accepts · Rating: 2500 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
atodo's solution

1933.
55D
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Quality: 4,621 global accepts · Rating: 2500 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
atodo's solution

1934.
1498F
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atodo's solution

1935.
1497D
Genius · Tutorial
Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

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1936.
1497E2
Square-Free Division (hard version) · Tutorial
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1937.
610E
Alphabet Permutations · Tutorial
Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
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1938.
1492E
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1939.
1481E
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1940.
1479C
Continuous City · Tutorial
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1941.
1474E
What Is It? · Tutorial
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1942.
1470C
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atodo's solution

1943.
1468G
Hobbits · Tutorial
Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
atodo's solution

1944.
1438E
Yurii Can Do Everything · Tutorial
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1945.
1444C
Team-Building · Tutorial
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1946.
888F
Connecting Vertices · Tutorial
Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
atodo's solution

1947.
551E
GukiZ and GukiZiana · Tutorial
Quality: 2,143 global accepts · Rating: 2500 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
atodo's solution

1948.
1361C
Johnny and Megan's Necklace · Tutorial
Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
atodo's solution

1949.
813F
Bipartite Checking · Tutorial
Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
atodo's solution

1950.
1423H
Virus · Tutorial
Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs
atodo's solution

1951.
1407E
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Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
atodo's solution

1952.
1398F
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1953.
1381C
Mastermind · Tutorial
Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
atodo's solution

1954.
1375E
Inversion SwapSort · Tutorial
Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
atodo's solution

1955.
1374E2
Reading Books (hard version) · Tutorial
Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

atodo's solution

1956.
1354F
Summoning Minions · Tutorial
Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
atodo's solution

1957.
468C
Hack it! · Tutorial
Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
atodo's solution

1958.
729F
Financiers Game · Tutorial
Quality: 1,070 global accepts · Rating: 2500 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
atodo's solution

1959.
1334F
Strange Function · Tutorial
Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
atodo's solution

1960.
435E
Special Graph · Tutorial
Quality: 259 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
atodo's solution

1961.
1332F
Independent Set · Tutorial
Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
atodo's solution

1962.
1327F
AND Segments · Tutorial
Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
atodo's solution

1963.
605D
Board Game · Tutorial
Quality: 905 global accepts · Rating: 2500 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar
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1964.
1325F
Ehab's Last Theorem · Tutorial
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atodo's solution

1965.
1305F
Kuroni and the Punishment · Tutorial
Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
atodo's solution

1966.
1043F
Make It One · Tutorial
Quality: 2,996 global accepts · Rating: 2500 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
atodo's solution

1967.
1253F
Cheap Robot · Tutorial
Quality: 2,254 global accepts · Rating: 2500 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
atodo's solution

1968.
1195F
Geometers Anonymous Club · Tutorial
Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings
atodo's solution

1969.
804D
Expected diameter of a tree · Tutorial
Quality: 1,558 global accepts · Rating: 2500 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
atodo's solution

1970.
1970D2
Arithmancy (Medium) · Tutorial
Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings
atodo's solution

1971.
1949D
Funny or Scary? · Tutorial
Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
atodo's solution

1972.
1949J
Amanda the Amoeba · Tutorial
Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers
atodo's solution

1973.
1919E
Counting Prefixes · Tutorial
Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
atodo's solution

1974.
1835C
Twin Clusters · Tutorial
Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
atodo's solution

1975.
1844F1
Min Cost Permutation (Easy Version) · Tutorial
Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

atodo's solution

1976.

1815D

XOR Counting · Tutorial

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

atodo's solution

1977.

1799G

Count Voting · Tutorial

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

atodo's solution

1978.

1773H

Hot and Cold · Tutorial

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

atodo's solution

1979.

1696F

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Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

atodo's solution

1980.

1700E

Serega the Pirate · Tutorial

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

atodo's solution

1981.

1681E

Labyrinth Adventures · Tutorial

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

atodo's solution

1982.

1679F

Formalism for Formalism · Tutorial

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atodo's solution

1983.

1684F

Diverse Segments · Tutorial

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

atodo's solution

1984.

1270F

Awesome Substrings · Tutorial

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

atodo's solution

1985.

1566F

Points Movement · Tutorial

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atodo's solution

1986.
1588D
Strange LCS · Tutorial
Rating: 2600 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings
atodo's solution

1987.
1582G
Kuzya and Homework · Tutorial
Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
atodo's solution

1988.
1592F1
Alice and Recoloring 1 · Tutorial
Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
atodo's solution

1989.
1264D1
Beautiful Bracket Sequence (easy version) · Tutorial
Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
atodo's solution

1990.
811E
Vladik and Entertaining Flags · Tutorial
Quality: 980 global accepts · Rating: 2600 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
atodo's solution

1991.
1558D
Top-Notch Insertions · Tutorial
Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
atodo's solution

1992.
258D
Little Elephant and Broken Sorting · Tutorial
Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
atodo's solution

1993.
848C
Goodbye Souvenir · Tutorial
Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
atodo's solution

1994.
1278F
Cards · Tutorial
Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
atodo's solution

1995.
1363F
Rotating Substrings · Tutorial
Quality: 1,739 global accepts · Rating: 2600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
atodo's solution

1996.
700C
Break Up · Tutorial
Quality: 1,465 global accepts · Rating: 2600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
atodo's solution

1997.
650D
Zip-line · Tutorial
Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing
atodo's solution

1998.
1208F
Bits And Pieces · Tutorial
Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
atodo's solution

1999.
1406E
Deleting Numbers · Tutorial
Quality: 1,880 global accepts · Rating: 2600 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
atodo's solution

2000.
940F
Machine Learning · Tutorial
Quality: 3,379 global accepts · Rating: 2600 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
atodo's solution

2001.
662C
Binary Table · Tutorial
Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
atodo's solution

2002.
1554E
You · Tutorial
Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory
atodo's solution

2003.
1530F
Bingo · Tutorial
Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
atodo's solution

2004.
1237F
Balanced Domino Placements · Tutorial
Quality: 1,093 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
atodo's solution

2005.
1536F
Omkar and Akmar · Tutorial
Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri…
atodo's solution

2006.
1523E
Crypto Lights · Tutorial
Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
atodo's solution

2007.
1515F
Phoenix and Earthquake · Tutorial
Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
atodo's solution

2008.
1110F
Nearest Leaf · Tutorial
Quality: 2,051 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
atodo's solution

2009.
6D
Lizards and Basements 2 · Tutorial
Quality: 2,279 global accepts · Rating: 2600 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
atodo's solution

2010.
547D
Mike and Fish · Tutorial
Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
atodo's solution

2011.
631E
Product Sum · Tutorial
Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
atodo's solution

2012.
741C
Arpa’s overnight party and Mehrdad’s silent entering · Tutorial
Quality: 3,119 global accepts · Rating: 2600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
atodo's solution

2013.
3D
Least Cost Bracket Sequence · Tutorial
Quality: 3,948 global accepts · Rating: 2600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
atodo's solution

2014.
321E
Ciel and Gondolas · Tutorial
Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
atodo's solution

2015.
1503D
Flip the Cards · Tutorial
Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-05 · last AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
atodo's solution

2016.
1495D
BFS Trees · Tutorial
Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
atodo's solution

2017.

1486F

Pairs of Paths · Tutorial

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

atodo's solution

2018.

622F

The Sum of the k-th Powers · Tutorial

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math

atodo's solution

2019.

1466G

Song of the Sirens · Tutorial

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

atodo's solution

2020.

1439C

Greedy Shopping · Tutorial

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

atodo's solution

2021.

1446D1

Frequency Problem (Easy Version) · Tutorial

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

atodo's solution

2022.

1437F

Emotional Fishermen · Tutorial

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

atodo's solution

2023.

1423L

Light switches · Tutorial

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

atodo's solution

2024.

1416D

Graph and Queries · Tutorial

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

atodo's solution

2025.

1402C

Star Trek · Tutorial

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atodo's solution

2026.

1391E

Pairs of Pairs · Tutorial

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

atodo's solution

2027.
1380G
Circular Dungeon · Tutorial
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atodo's solution

2028.
1375F
Integer Game · Tutorial
Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
atodo's solution

2029.
1326F1
Wise Men (Easy Version) · Tutorial
Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
atodo's solution

2030.
1373G
Pawns · Tutorial
Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy
atodo's solution

2031.
1368F
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Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math
atodo's solution

2032.
436E
Cardboard Box · Tutorial
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atodo's solution

2033.
1355F
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Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
atodo's solution

2034.
1344C
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Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math
atodo's solution

2035.
1325E
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Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
atodo's solution

2036.
1227G
Not Same · Tutorial
Quality: 1,188 global accepts · Rating: 2600 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
atodo's solution

2037.
1107F
Vasya and Endless Credits · Tutorial
Quality: 953 global accepts · Rating: 2600 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
atodo's solution

2038.
1995E1
Let Me Teach You a Lesson (Easy Version) · Tutorial
Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
atodo's solution

2039.
1956E2
Nene vs. Monsters (Hard Version) · Tutorial
Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
atodo's solution

2040.
1930F
Maximize the Difference · Tutorial
Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
atodo's solution

2041.
1887D
Split · Tutorial
Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
atodo's solution

2042.
1856E2
PermuTree (hard version) · Tutorial
Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
atodo's solution

2043.
1817D
Toy Machine · Tutorial
Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation
atodo's solution

2044.
1801F
Another n-dimensional chocolate bar · Tutorial
Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
atodo's solution

2045.
1804F
Approximate Diameter · Tutorial
Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
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2046.
1799F
Halve or Subtract · Tutorial
Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

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2047.
1782F
Bracket Insertion · Tutorial
Rating: 2700 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
atodo's solution

2048.
1750F
Majority · Tutorial
Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings
atodo's solution

2049.
1730F
Almost Sorted · Tutorial
Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp
atodo's solution

2050.
1730E
Maximums and Minimums · Tutorial
Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory
atodo's solution

2051.
1733E
Conveyor · Tutorial
Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
atodo's solution

2052.
1695E
Ambiguous Dominoes · Tutorial
Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
atodo's solution

2053.
1672H
Zigu Zagu · Tutorial
Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
atodo's solution

2054.
1641D
Two Arrays · Tutorial
Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
atodo's solution

2055.
1634F
Fibonacci Additions · Tutorial
Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math
atodo's solution

2056.
1148F
Foo Fighters · Tutorial
Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
atodo's solution

2057.
1572C
Paint · Tutorial
Quality: 1,724 global accepts · Rating: 2700 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
atodo's solution

2058.
1601D
Difficult Mountain · Tutorial
Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
atodo's solution

2059.
1553G
Common Divisor Graph · Tutorial
Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
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2060.
1025E
Colored Cubes · Tutorial
Quality: 620 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices
atodo's solution

2061.
1540C1
Converging Array (Easy Version) · Tutorial
Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
atodo's solution

2062.
1515G
Phoenix and Odometers · Tutorial
Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory
atodo's solution

2063.
1514E
Baby Ehab's Hyper Apartment · Tutorial
Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers
atodo's solution

2064.
715C
Digit Tree · Tutorial
Quality: 2,588 global accepts · Rating: 2700 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
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2065.
455D
Serega and Fun · Tutorial
Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures
atodo's solution

2066.
13E
Holes · Tutorial
Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
atodo's solution

2067.
1210E
Wojtek and Card Tricks · Tutorial
Quality: 440 global accepts · Rating: 2700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math
atodo's solution

2068.
1149C
Tree Generator™ · Tutorial
Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-03-08 · last AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
atodo's solution

2069.
1491F
Magnets · Tutorial
Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
atodo's solution

2070.
1450E
Capitalism · Tutorial
Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
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2071.
1468L
Prime Divisors Selection · Tutorial
Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, number theory
atodo's solution

2072.
1458C
Latin Square · Tutorial
Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
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2073.
1461F
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2074.
1292D
Chaotic V. · Tutorial
Quality: 971 global accepts · Rating: 2700 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
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2075.
1421E
Swedish Heroes · Tutorial
Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
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2076.
1215F
Radio Stations · Tutorial
Quality: 1,190 global accepts · Rating: 2700 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat
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2077.
1422F
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atodo's solution

2078.
1422E
Minlexes · Tutorial
Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
atodo's solution

2079.
1369F
BareLee · Tutorial
Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games
atodo's solution

2080.
1344D
Résumé Review · Tutorial
Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
atodo's solution

2081.
1338D
Nested Rubber Bands · Tutorial
Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
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2082.
778D
Parquet Re-laying · Tutorial
Quality: 589 global accepts · Rating: 2700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
atodo's solution

2083.
1295F
Good Contest · Tutorial
Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
atodo's solution

2084.
383E
Vowels · Tutorial
Quality: 4,319 global accepts · Rating: 2700 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp
atodo's solution

2085.
1967D
Long Way to be Non-decreasing · Tutorial
Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
atodo's solution

2086.
1943D2
Counting Is Fun (Hard Version) · Tutorial
Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
atodo's solution

2087.
1919F2
Wine Factory (Hard Version) · Tutorial
Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy,

matrices
atodo's solution

2088.
1852D
Miriany and Matchstick · Tutorial
Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
atodo's solution

2089.
1842G
Tenzing and Random Operations · Tutorial
Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
atodo's solution

2090.
1819D
Misha and Apples · Tutorial
Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers
atodo's solution

2091.
1808E3
Minibuses on Venus (hard version) · Tutorial
Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
atodo's solution

2092.
1773G
Game of Questions · Tutorial
Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
atodo's solution

2093.
1693D
Decinc Dividing · Tutorial
Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
atodo's solution

2094.
1672F2
Checker for Array Shuffling · Tutorial
Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
atodo's solution

2095.
1654F
Minimal String Xoration · Tutorial
Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
atodo's solution

2096.
1648D
Serious Business · Tutorial
Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
atodo's solution

2097.
1635F
Closest Pair · Tutorial

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
atodo's solution

2098.
1615F
LEGOndary Grandmaster · Tutorial
Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
atodo's solution

2099.
1608E
The Cells on the Paper · Tutorial
Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings
atodo's solution

2100.
1609F
Interesting Sections · Tutorial
Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
atodo's solution

2101.
1592F2
Alice and Recoloring 2 · Tutorial
Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
atodo's solution

2102.
1545C
AquaMoon and Permutations · Tutorial
Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
atodo's solution

2103.
1491G
Switch and Flip · Tutorial
Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
atodo's solution

2104.
480E
Parking Lot · Tutorial
Quality: 640 global accepts · Rating: 2800 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
atodo's solution

2105.
1477D
Nezzar and Hidden Permutations · Tutorial
Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
atodo's solution

2106.
1442D
Sum · Tutorial
Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
atodo's solution

2107.
1434D
Roads and Ramen · Tutorial
Rating: 2800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

atodo's solution

2108.
1423M
Milutin's Plums · Tutorial
Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive
atodo's solution

2109.
1404D
Game of Pairs · Tutorial
Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
atodo's solution

2110.
1404E
Bricks · Tutorial
Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
atodo's solution

2111.
1394D
Boboniu and Jianghu · Tutorial
Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees
atodo's solution

2112.
1393E1
Twilight and Ancient Scroll (easier version) · Tutorial
Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
atodo's solution

2113.
1386C
Joker · Tutorial
Quality: 656 global accepts · Rating: 2800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
atodo's solution

2114.
1383E
Strange Operation · Tutorial
Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
atodo's solution

2115.
1375G
Tree Modification · Tutorial
Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
atodo's solution

2116.
1371F
Raging Thunder · Tutorial
Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation
atodo's solution

2117.
1279F
New Year and Handle Change · Tutorial
Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
atodo's solution

2118.
1764G1
Doremy's Perfect DS Class (Easy Version) · Tutorial
Quality: 700 global accepts · Rating: 2900 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
atodo's solution

2119.
1943E1
MEX Game 2 (Easy Version) · Tutorial
Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
atodo's solution

2120.
1835D
Doctor's Brown Hypothesis · Tutorial
Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
atodo's solution

2121.
1667D
Edge Elimination · Tutorial
Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
atodo's solution

2122.
1402B
Roads · Tutorial
Quality: 129 global accepts · Rating: 2900 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, geometry, sortings
atodo's solution

2123.
1630E
Expected Components · Tutorial
Quality: 554 global accepts · Rating: 2900 · first AC: 2022-02-02 · last AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
atodo's solution

2124.
1616F
Tricolor Triangles · Tutorial
Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
atodo's solution

2125.
1601E
Phys Ed Online · Tutorial
Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
atodo's solution

2126.
1028F
Make Symmetrical · Tutorial
Quality: 581 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force
atodo's solution

2127.
1540C2
Converging Array (Hard Version) · Tutorial
Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
atodo's solution

2128.
434D
Nanami's Power Plant · Tutorial
Quality: 518 global accepts · Rating: 2900 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: flows
atodo's solution

2129.
1444D
Rectangular Polyline · Tutorial
Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry
atodo's solution

2130.
1129D
Isolation · Tutorial
Quality: 1,309 global accepts · Rating: 2900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
atodo's solution

2131.
1285F
Classical? · Tutorial
Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory
atodo's solution

2132.
1854E
Game Bundles · Tutorial
Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
atodo's solution

2133.
1854D
Michael and Hotel · Tutorial
Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees
atodo's solution

2134.
1844G
Tree Weights · Tutorial
Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre…
atodo's solution

2135.
1707D
Partial Virtual Trees · Tutorial
Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
atodo's solution

2136.
1637G
Birthday · Tutorial
Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
atodo's solution

2137.
1610F
Mashtali: a Space Oddysey · Tutorial
Quality: 707 global accepts · Rating: 3000 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
atodo's solution

2138.
1534F2
Falling Sand (Hard Version) · Tutorial
Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
atodo's solution

2139.
1508D
Swap Pass · Tutorial
Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings
atodo's solution

2140.
264E
Roadside Trees · Tutorial
Quality: 469 global accepts · Rating: 3000 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
atodo's solution

2141.
1476F
Lanterns · Tutorial
Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
atodo's solution

2142.
1446D2
Frequency Problem (Hard Version) · Tutorial
Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
atodo's solution

2143.
1442E
Black, White and Grey Tree · Tutorial
Quality: 789 global accepts · Rating: 3000 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
atodo's solution

2144.
232E
Quick Tortoise · Tutorial
Quality: 885 global accepts · Rating: 3000 · first AC: 2020-03-31 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp
atodo's solution

2145.
185E
Soap Time! - 2 · Tutorial
Quality: 173 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
atodo's solution

2146.
1965E
Connected Cubes · Tutorial
Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
atodo's solution

2147.
1951G
Clacking Balls · Tutorial
Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
atodo's solution

2148.
1936D
Bitwise Paradox · Tutorial

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
atodo's solution

2149.
1887E
Good Colorings · Tutorial
Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
atodo's solution

2150.
1508E
Tree Calendar · Tutorial
Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees
atodo's solution

2151.
1503E
2-Coloring · Tutorial
Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
atodo's solution

2152.
1510A
ASCII Automata Art · Tutorial
Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
atodo's solution

2153.
1476G
Minimum Difference · Tutorial
Quality: 740 global accepts · Rating: 3100 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers
atodo's solution

2154.
1458E
Nim Shortcuts · Tutorial
Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
atodo's solution

2155.
1458D
Flip and Reverse · Tutorial
Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy
atodo's solution

2156.
715D
Create a Maze · Tutorial
Quality: 388 global accepts · Rating: 3100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
atodo's solution

2157.
1951H
Thanos Snap · Tutorial
Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees
atodo's solution

2158.
1799H
Tree Cutting · Tutorial
Quality: 384 global accepts · Rating: 3200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp
atodo's solution

2159.
1025G
Company Acquisitions · Tutorial
Quality: 865 global accepts · Rating: 3200 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
atodo's solution

2160.
1349D
Slime and Biscuits · Tutorial
Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
atodo's solution

2161.
1621G
Weighted Increasing Subsequences · Tutorial
Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
atodo's solution

2162.
1523G
Try Booking · Tutorial
Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
atodo's solution

2163.
1368G
Shifting Dominoes · Tutorial
Quality: 676 global accepts · Rating: 3200 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees
atodo's solution

2164.
1237H
Balanced Reversals · Tutorial
Quality: 437 global accepts · Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
atodo's solution

2165.
1477E
Nezzar and Tournaments · Tutorial
Quality: 179 global accepts · Rating: 3300 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
atodo's solution

2166.
1119F
Niyaz and Small Degrees · Tutorial
Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
atodo's solution

2167.
1586I
Omkar and Mosaic · Tutorial
Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
atodo's solution

2168.
1952D
Are You a Procrastinator? · Tutorial
Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
atodo's solution

2169.
1952J
Help, what does it mean to be "Based" · Tutorial
Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive

algorithms, expression parsing, implementation, sortings
atodo's solution

2170.
1952F
Grid · Tutorial
Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force
atodo's solution

2171.
1952B
Is it stated? · Tutorial
Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
atodo's solution

2172.
1952A
Are You a Robot, Again? · Tutorial
Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
atodo's solution

2173.
104782A
Maximum Distance · Tutorial
Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2174.
104782D
Edenland · Tutorial
Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2175.
104782I
KSumT · Tutorial
Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2176.
104782G
Minimize Sum · Tutorial
Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2177.
104782J
Parallelogram · Tutorial
Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2178.
1812D
Trivial Conjecture · Tutorial
Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory
atodo's solution

2179.
1812J
Unmysterious Language · Tutorial
Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
atodo's solution

2180.
1812A
Are You a Robot? · Tutorial
Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings
atodo's solution

2181.
104197A
Adjacent Product Sum · Tutorial
Rating: — · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2182.
103388M
Monarchy in Vertigo · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2183.
103388G
Getting in Shape · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2184.
103388N
No Luck · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2185.
103388E
Escalator · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2186.
103388C
Creating Multiples · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2187.
103388H
Handling the Blocks · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2188.
103388K
Kathmandu · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2189.
1662C
European Trip · Tutorial
Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices
atodo's solution

2190.
1662O
Circular Maze · Tutorial
Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
atodo's solution

2191.
1662L
Il Derby della Madonnina · Tutorial
Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
atodo's solution

2192.
1662D
Evolution of Weasels · Tutorial
Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
atodo's solution

2193.
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
atodo's solution

2194.
1662H
Boundary · Tutorial
Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
atodo's solution

2195.
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
atodo's solution

2196.
1662A
Organizing SWERC · Tutorial
Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
atodo's solution

2197.
1663B
Mike's Sequence · Tutorial
Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math
atodo's solution

2198.
1663A
Who Tested? · Tutorial
Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees
atodo's solution

2199.
103492B
Kanade Doesn't Want to Learn CG · Tutorial
Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2200.
103492D
Primality Test · Tutorial
Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2201.
103492F
Nun Heh Heh Aaaaaaaaaaa · Tutorial
Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
atodo's solution

2202.
undefined275
To xor or not to xor · Tutorial
Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: *special
atodo's solution

2203.
undefined249
Matrix · Tutorial
Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: *special
atodo's solution

2204.
undefined187
Twist and whirl -- want to cheat · Tutorial
Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: *special
atodo's solution

2205.
undefined148
B-Station · Tutorial
Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: *special
atodo's solution

2206.
100880B
Farm · Tutorial
Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
atodo's solution

2207.
1331E
Jordan Smiley · Tutorial
Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation
atodo's solution

2208.
1331D
Again? · Tutorial
Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
atodo's solution

2209.
1331B
Limericks · Tutorial
Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory
atodo's solution

2210.
1331A
Is it rated? · Tutorial
Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
atodo's solution

2211.
undefined330
Numbers · Tutorial
Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
atodo's solution

2212.
100551A
Connect and Disconnect · Tutorial
Rating: — · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: —
atodo's solution

2213.

undefined109

Magic of David Copperfield II · Tutorial

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

atodo's solution