

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

<https://cfelitetracker.vercel.app>

Unique solved — ayingna

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

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

Filters: none

Count: 1,374

1.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[ayingna's solution](#)

2.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,561 global accepts · Rating: 800 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ayingna's solution](#)

3.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ayingna's solution](#)

4.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ayingna's solution](#)

5.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ayingna's solution](#)

6.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ayingna's solution](#)

7.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ayingna's solution](#)

8.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[ayingna's solution](#)

9.

2193B

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

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ayingna's solution](#)

10.

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ayingna's solution](#)

11.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[ayingna's solution](#)

12.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[ayingna's solution](#)

13.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,214 global accepts · Rating: 800 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[ayingna's solution](#)

14.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[ayingna's solution](#)

15.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ayingna's solution](#)

16.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ayingna's solution](#)

17.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-12 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[ayingna's solution](#)

18.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-12 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ayingna's solution](#)

19.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[ayingna's solution](#)

20.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[ayingna's solution](#)

21.

2162A

[Beautiful Average](#) · [Tutorial](#)

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[ayingna's solution](#)

22.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ayingna's solution](#)

23.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[ayingna's solution](#)

24.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ayingna's solution](#)

25.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[ayingna's solution](#)

26.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ayingna's solution](#)

27.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ayingna's solution](#)

28.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ayingna's solution](#)

29.

2139A

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

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ayingna's solution](#)

30.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
[ayingna's solution](#)

31.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[ayingna's solution](#)

32.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,275 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[ayingna's solution](#)

33.

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ayingna's solution](#)

34.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ayingna's solution](#)

35.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ayingna's solution](#)

36.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ayingna's solution](#)

37.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-09-07 · last AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ayingna's solution](#)

38.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ayingna's solution](#)

39.

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, sortings

[ayingna's solution](#)

40.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[ayingna's solution](#)

41.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ayingna's solution](#)

42.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ayingna's solution](#)

43.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ayingna's solution](#)

44.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ayingna's solution](#)

45.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,766 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[ayingna's solution](#)

46.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ayingna's solution](#)

47.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[ayingna's solution](#)

48.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[ayingna's solution](#)

49.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[ayingna's solution](#)

50.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ayingna's solution](#)

51.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ayingna's solution](#)

52.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ayingna's solution](#)

53.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[ayingna's solution](#)

54.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ayingna's solution](#)

55.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ayingna's solution](#)

56.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[ayingna's solution](#)

57.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[ayingna's solution](#)

58.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[ayingna's solution](#)

59.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[ayingna's solution](#)

60.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[ayingna's solution](#)

61.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[ayingna's solution](#)

62.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ayingna's solution](#)

63.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[ayingna's solution](#)

64.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, number theory
[ayingna's solution](#)

65.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[ayingna's solution](#)

66.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ayingna's solution](#)

67.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[ayingna's solution](#)

68.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[ayingna's solution](#)

69.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[ayingna's solution](#)

70.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[ayingna's solution](#)

71.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[ayingna's solution](#)

- 72.**
1972A
[Contest Proposal](#) · [Tutorial](#)
Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[ayingna's solution](#)
- 73.**
1968B
[Prefiquence](#) · [Tutorial](#)
Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[ayingna's solution](#)
- 74.**
1968A
[Maximize?](#) · [Tutorial](#)
Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ayingna's solution](#)
- 75.**
1891A
[Sorting with Twos](#) · [Tutorial](#)
Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[ayingna's solution](#)
- 76.**
1816A
[Ian Visits Mary](#) · [Tutorial](#)
Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory
[ayingna's solution](#)
- 77.**
1866A
[Ambitious Kid](#) · [Tutorial](#)
Quality: 51,381 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[ayingna's solution](#)
- 78.**
1864A
[Increasing and Decreasing](#) · [Tutorial](#)
Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ayingna's solution](#)
- 79.**
1809A
[Garland](#) · [Tutorial](#)
Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ayingna's solution](#)
- 80.**
1832A
[New Palindrome](#) · [Tutorial](#)
Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: strings
[ayingna's solution](#)
- 81.**
1821A
[Matching](#) · [Tutorial](#)
Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[ayingna's solution](#)
- 82.**
1857A
[Array Coloring](#) · [Tutorial](#)
Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-08 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ayingna's solution](#)

83.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-30 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ayingna's solution](#)

84.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,075 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[ayingna's solution](#)

85.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ayingna's solution](#)

86.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[ayingna's solution](#)

87.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,708 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ayingna's solution](#)

88.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ayingna's solution](#)

89.

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[ayingna's solution](#)

90.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[ayingna's solution](#)

91.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ayingna's solution](#)

92.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[ayingna's solution](#)

93.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

math

[ayingna's solution](#)

94.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[ayingna's solution](#)

95.

1789A

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

Quality: 33,013 global accepts · Rating: 800 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ayingna's solution](#)

96.

1843A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-22 · last AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[ayingna's solution](#)

97.

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[ayingna's solution](#)

98.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ayingna's solution](#)

99.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ayingna's solution](#)

100.

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ayingna's solution](#)

101.

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ayingna's solution](#)

102.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ayingna's solution](#)

103.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[ayingna's solution](#)

104.

1843C

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

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees
[ayingna's solution](#)

105.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers
[ayingna's solution](#)

106.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[ayingna's solution](#)

107.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,099 global accepts · Rating: 800 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[ayingna's solution](#)

108.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ayingna's solution](#)

109.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[ayingna's solution](#)

110.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[ayingna's solution](#)

111.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ayingna's solution](#)

112.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[ayingna's solution](#)

113.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ayingna's solution](#)

114.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[ayingna's solution](#)

115.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[ayingna's solution](#)

116.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ayingna's solution](#)

117.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[ayingna's solution](#)

118.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[ayingna's solution](#)

119.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ayingna's solution](#)

120.

1624A

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

Quality: 60,285 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: math
[ayingna's solution](#)

121.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ayingna's solution](#)

122.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ayingna's solution](#)

123.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[ayingna's solution](#)

124.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[ayingna's solution](#)

125.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ayingna's solution](#)

126.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ayingna's solution](#)

127.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[ayingna's solution](#)

128.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ayingna's solution](#)

129.

1549B

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

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[ayingna's solution](#)

130.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ayingna's solution](#)

131.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ayingna's solution](#)

132.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[ayingna's solution](#)

133.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ayingna's solution](#)

134.

2132B

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

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ayingna's solution](#)

135.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[ayingna's solution](#)

136.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ayingna's solution](#)

137.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation

[ayingna's solution](#)

138.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[ayingna's solution](#)

139.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ayingna's solution](#)

140.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ayingna's solution](#)

141.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ayingna's solution](#)

142.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,385 global accepts · Rating: 900 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ayingna's solution](#)

143.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-08-18 · last AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ayingna's solution](#)

144.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ayingna's solution](#)

145.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ayingna's solution](#)

146.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ayingna's solution](#)

147.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[ayingna's solution](#)

148.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ayingna's solution](#)

149.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees

[ayingna's solution](#)

150.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ayingna's solution](#)

151.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[ayingna's solution](#)

152.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ayingna's solution](#)

153.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ayingna's solution](#)

154.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-30 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[ayingna's solution](#)

155.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ayingna's solution](#)

156.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[ayingna's solution](#)

157.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,836 global accepts · Rating: 900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[ayingna's solution](#)

158.

1374B

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

Quality: 71,594 global accepts · Rating: 900 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[ayingna's solution](#)

159.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[ayingna's solution](#)

160.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ayingna's solution](#)

161.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ayingna's solution](#)

162.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ayingna's solution](#)

163.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ayingna's solution](#)

164.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ayingna's solution](#)

165.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ayingna's solution](#)

166.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ayingna's solution](#)

167.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ayingna's solution](#)

168.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ayingna's solution](#)

169.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,374 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[ayingna's solution](#)

170.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ayingna's solution](#)

171.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1000 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ayingna's solution](#)

172.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,730 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ayingna's solution](#)

173.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ayingna's solution](#)

174.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[ayingna's solution](#)

175.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[ayingna's solution](#)

176.

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ayingna's solution](#)

177.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation
[ayingna's solution](#)

178.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive

algorithms, greedy, math

[ayingna's solution](#)

179.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, strings

[ayingna's solution](#)

180.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[ayingna's solution](#)

181.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

182.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ayingna's solution](#)

183.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[ayingna's solution](#)

184.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[ayingna's solution](#)

185.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ayingna's solution](#)

186.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ayingna's solution](#)

187.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[ayingna's solution](#)

188.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,061 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[ayingna's solution](#)

189.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[ayingna's solution](#)

190.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math
[ayingna's solution](#)

191.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math
[ayingna's solution](#)

192.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers
[ayingna's solution](#)

193.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[ayingna's solution](#)

194.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ayingna's solution](#)

195.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-03 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[ayingna's solution](#)

196.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ayingna's solution](#)

197.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[ayingna's solution](#)

198.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ayingna's solution](#)

199.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ayingna's solution](#)

200.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[ayingna's solution](#)

201.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,589 global accepts · Rating: 1000 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
[ayingna's solution](#)

202.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ayingna's solution](#)

203.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[ayingna's solution](#)

204.

450A

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

Quality: 44,428 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ayingna's solution](#)

205.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ayingna's solution](#)

206.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ayingna's solution](#)

207.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[ayingna's solution](#)

208.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[ayingna's solution](#)

209.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[ayingna's solution](#)

210.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-12 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math,

number theory

[ayingna's solution](#)

211.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[ayingna's solution](#)

212.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ayingna's solution](#)

213.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ayingna's solution](#)

214.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[ayingna's solution](#)

215.

2160B

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

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ayingna's solution](#)

216.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ayingna's solution](#)

217.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[ayingna's solution](#)

218.

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-09-07 · last AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[ayingna's solution](#)

219.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-09-07 · last AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ayingna's solution](#)

220.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2024-08-02 · last AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ayingna's solution](#)

221.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers

[ayingna's solution](#)

222.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ayingna's solution](#)

223.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[ayingna's solution](#)

224.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ayingna's solution](#)

225.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ayingna's solution](#)

226.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ayingna's solution](#)

227.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ayingna's solution](#)

228.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ayingna's solution](#)

229.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ayingna's solution](#)

230.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, math

[ayingna's solution](#)

231.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[ayingna's solution](#)

232.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ayingna's solution](#)

233.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[ayingna's solution](#)

234.

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ayingna's solution](#)

235.

1857B

[Maximum Rounding](#) · [Tutorial](#)

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

[ayingna's solution](#)

236.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ayingna's solution](#)

237.

1850E

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

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[ayingna's solution](#)

238.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[ayingna's solution](#)

239.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ayingna's solution](#)

240.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ayingna's solution](#)

241.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths
[ayingna's solution](#)

242.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[ayingna's solution](#)

243.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[ayingna's solution](#)

244.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[ayingna's solution](#)

245.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[ayingna's solution](#)

246.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2026-05-02 · last AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ayingna's solution](#)

247.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[ayingna's solution](#)

248.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[ayingna's solution](#)

249.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[ayingna's solution](#)

250.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[ayingna's solution](#)

251.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ayingna's solution](#)

252.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[ayingna's solution](#)

253.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[ayingna's solution](#)

254.

2047C

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

Rating: 1200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[ayingna's solution](#)

255.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ayingna's solution](#)

256.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[ayingna's solution](#)

257.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[ayingna's solution](#)

258.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ayingna's solution](#)

259.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ayingna's solution](#)

260.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ayingna's solution](#)

261.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ayingna's solution](#)

262.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ayingna's solution](#)

263.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ayingna's solution](#)

264.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[ayingna's solution](#)

265.

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ayingna's solution](#)

266.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[ayingna's solution](#)

267.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[ayingna's solution](#)

268.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ayingna's solution](#)

269.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ayingna's solution](#)

270.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ayingna's solution](#)

271.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math
[ayingna's solution](#)

272.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ayingna's solution](#)

273.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[ayingna's solution](#)

274.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2026-05-02 · last AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[ayingna's solution](#)

275.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[ayingna's solution](#)

276.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[ayingna's solution](#)

277.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths
[ayingna's solution](#)

278.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[ayingna's solution](#)

279.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[ayingna's solution](#)

280.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[ayingna's solution](#)

281.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[ayingna's solution](#)

282.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ayingna's solution](#)

283.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[ayingna's solution](#)

284.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ayingna's solution](#)

285.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ayingna's solution](#)

286.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ayingna's solution](#)

287.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ayingna's solution](#)

288.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, strings

[ayingna's solution](#)

289.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ayingna's solution](#)

290.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ayingna's solution](#)

291.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[ayingna's solution](#)

292.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[ayingna's solution](#)

293.

1816C

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

Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[ayingna's solution](#)

294.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[ayingna's solution](#)

295.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[ayingna's solution](#)

296.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
[ayingna's solution](#)

297.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[ayingna's solution](#)

298.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ayingna's solution](#)

299.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ayingna's solution](#)

300.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[ayingna's solution](#)

301.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[ayingna's solution](#)

302.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[ayingna's solution](#)

303.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ayingna's solution](#)

304.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[ayingna's solution](#)

305.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[ayingna's solution](#)

306.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[ayingna's solution](#)

307.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[ayingna's solution](#)

308.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[ayingna's solution](#)

309.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[ayingna's solution](#)

310.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ayingna's solution](#)

311.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[ayingna's solution](#)

312.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[ayingna's solution](#)

313.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-12 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ayingna's solution](#)

314.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[ayingna's solution](#)

315.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[ayingna's solution](#)

316.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[ayingna's solution](#)

317.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[ayingna's solution](#)

318.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[ayingna's solution](#)

319.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[ayingna's solution](#)

320.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[ayingna's solution](#)

321.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[ayingna's solution](#)

322.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, two pointers

[ayingna's solution](#)

323.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2024-08-02 · last AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ayingna's solution](#)

324.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ayingna's solution](#)

325.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[ayingna's solution](#)

326.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ayingna's solution](#)

327.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[ayingna's solution](#)

328.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[ayingna's solution](#)

329.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[ayingna's solution](#)

330.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ayingna's solution](#)

331.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ayingna's solution](#)

332.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ayingna's solution](#)

333.

445B

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

Quality: 14,764 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy

[ayingna's solution](#)

334.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ayingna's solution](#)

335.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ayingna's solution](#)

336.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[ayingna's solution](#)

337.

1855C1

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

Rating: 1400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ayingna's solution](#)

338.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[ayingna's solution](#)

339.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[ayingna's solution](#)

340.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ayingna's solution](#)

341.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ayingna's solution](#)

342.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ayingna's solution](#)

343.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[ayingna's solution](#)

344.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ayingna's solution](#)

345.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[ayingna's solution](#)

346.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[ayingna's solution](#)

347.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ayingna's solution](#)

348.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ayingna's solution](#)

349.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ayingna's solution](#)

350.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[ayingna's solution](#)

351.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ayingna's solution](#)

352.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[ayingna's solution](#)

353.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ayingna's solution](#)

354.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[ayingna's solution](#)

355.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math

[ayingna's solution](#)

356.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[ayingna's solution](#)

357.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[ayingna's solution](#)

358.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ayingna's solution](#)

359.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

360.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ayingna's solution](#)

361.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2025-07-23 · last AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[ayingna's solution](#)

362.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[ayingna's solution](#)

363.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ayingna's solution](#)

364.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

365.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ayingna's solution](#)

366.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[ayingna's solution](#)

367.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-01-18 · PyPy 3 (first AC) · Tags: data structures, greedy

[ayingna's solution](#)

368.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[ayingna's solution](#)

369.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ayingna's solution](#)

370.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[ayingna's solution](#)

371.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[ayingna's solution](#)

372.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[ayingna's solution](#)

373.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[ayingna's solution](#)

374.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[ayingna's solution](#)

375.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-22 · last AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ayingna's solution](#)

376.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ayingna's solution](#)

377.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ayingna's solution](#)

378.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[ayingna's solution](#)

379.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ayingna's solution](#)

380.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

381.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[ayingna's solution](#)

382.

2162E

[Beautiful Palindromes](#) · [Tutorial](#)

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[ayingna's solution](#)

383.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[ayingna's solution](#)

384.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[ayingna's solution](#)

385.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-09-07 · last AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[ayingna's solution](#)

386.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[ayingna's solution](#)

387.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, two pointers

[ayingna's solution](#)

388.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, math

[ayingna's solution](#)

389.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[ayingna's solution](#)

390.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ayingna's solution](#)

391.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[ayingna's solution](#)

392.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ayingna's solution](#)

393.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[ayingna's solution](#)

394.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

395.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ayingna's solution](#)

396.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[ayingna's solution](#)

397.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ayingna's solution](#)

398.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[ayingna's solution](#)

399.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ayingna's solution](#)

400.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[ayingna's solution](#)

401.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, implementation

[ayingna's solution](#)

402.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ayingna's solution](#)

403.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[ayingna's solution](#)

404.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[ayingna's solution](#)

405.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[ayingna's solution](#)

406.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[ayingna's solution](#)

407.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ayingna's solution](#)

408.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[ayingna's solution](#)

409.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[ayingna's solution](#)

410.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[ayingna's solution](#)

411.

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
[ayingna's solution](#)

412.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[ayingna's solution](#)

413.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[ayingna's solution](#)

414.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ayingna's solution](#)

415.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[ayingna's solution](#)

416.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ayingna's solution](#)

417.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[ayingna's solution](#)

418.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[ayingna's solution](#)

419.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[ayingna's solution](#)

420.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ayingna's solution](#)

421.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[ayingna's solution](#)

422.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[ayingna's solution](#)

423.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, strings

[ayingna's solution](#)

424.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs

[ayingna's solution](#)

425.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ayingna's solution](#)

426.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[ayingna's solution](#)

427.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ayingna's solution](#)

428.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, two pointers

[ayingna's solution](#)

429.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ayingna's solution](#)

430.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[ayingna's solution](#)

431.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ayingna's solution](#)

432.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[ayingna's solution](#)

433.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[ayingna's solution](#)

434.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ayingna's solution](#)

435.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, shortest paths

[ayingna's solution](#)

436.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[ayingna's solution](#)

437.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[ayingna's solution](#)

438.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[ayingna's solution](#)

439.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[ayingna's solution](#)

440.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ayingna's solution](#)

441.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-01 · last AC: 2024-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[ayingna's solution](#)

442.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs

[ayingna's solution](#)

443.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[ayingna's solution](#)

444.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ayingna's solution](#)

445.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, probabilities, trees

[ayingna's solution](#)

446.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[ayingna's solution](#)

447.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ayingna's solution](#)

448.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ayingna's solution](#)

449.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[ayingna's solution](#)

450.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-22 · last AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[ayingna's solution](#)

451.

450C

[Jzzhu and Chocolate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ayingna's solution](#)

452.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ayingna's solution](#)

453.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ayingna's solution](#)

454.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[ayingna's solution](#)

455.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[ayingna's solution](#)

456.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[ayingna's solution](#)

457.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[ayingna's solution](#)

458.

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
[ayingna's solution](#)

459.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[ayingna's solution](#)

460.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[ayingna's solution](#)

461.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ayingna's solution](#)

462.

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees
[ayingna's solution](#)

463.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[ayingna's solution](#)

464.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, greedy

[ayingna's solution](#)

465.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ayingna's solution](#)

466.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ayingna's solution](#)

467.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[ayingna's solution](#)

468.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[ayingna's solution](#)

469.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ayingna's solution](#)

470.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ayingna's solution](#)

471.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ayingna's solution](#)

472.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[ayingna's solution](#)

473.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ayingna's solution](#)

474.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ayingna's solution](#)

475.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[ayingna's solution](#)

476.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[ayingna's solution](#)

477.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[ayingna's solution](#)

478.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[ayingna's solution](#)

479.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[ayingna's solution](#)

480.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[ayingna's solution](#)

481.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[ayingna's solution](#)

482.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[ayingna's solution](#)

483.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[ayingna's solution](#)

484.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[ayingna's solution](#)

485.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[ayingna's solution](#)

486.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[ayingna's solution](#)

487.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ayingna's solution](#)

488.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ayingna's solution](#)

489.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2024-10-21 · last AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ayingna's solution](#)

490.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[ayingna's solution](#)

491.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ayingna's solution](#)

492.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[ayingna's solution](#)

493.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ayingna's solution](#)

494.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
[ayingna's solution](#)

495.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[ayingna's solution](#)

496.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, math
[ayingna's solution](#)

497.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[ayingna's solution](#)

498.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings
[ayingna's solution](#)

499.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[ayingna's solution](#)

500.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[ayingna's solution](#)

501.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[ayingna's solution](#)

502.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[ayingna's solution](#)

503.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp
[ayingna's solution](#)

504.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ayingna's solution](#)

505.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[ayingna's solution](#)

506.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[ayingna's solution](#)

507.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[ayingna's solution](#)

508.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[ayingna's solution](#)

509.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
[ayingna's solution](#)

510.

1855C2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ayingna's solution](#)

511.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[ayingna's solution](#)

512.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ayingna's solution](#)

513.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ayingna's solution](#)

514.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ayingna's solution](#)

515.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[ayingna's solution](#)

516.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[ayingna's solution](#)

517.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[ayingna's solution](#)

518.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ayingna's solution](#)

519.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ayingna's solution](#)

520.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ayingna's solution](#)

521.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[ayingna's solution](#)

522.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ayingna's solution](#)

523.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[ayingna's solution](#)

524.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ayingna's solution](#)

525.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-10 · last AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[ayingna's solution](#)

526.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ayingna's solution](#)

527.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[ayingna's solution](#)

528.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[ayingna's solution](#)

529.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ayingna's solution](#)

530.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[ayingna's solution](#)

531.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[ayingna's solution](#)

532.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[ayingna's solution](#)

533.

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[ayingna's solution](#)

534.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[ayingna's solution](#)

535.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-07-21 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ayingna's solution](#)

536.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2025-07-19 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[ayingna's solution](#)

537.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[ayingna's solution](#)

538.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[ayingna's solution](#)

539.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation, shortest paths

[ayingna's solution](#)

540.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ayingna's solution](#)

541.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[ayingna's solution](#)

542.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[ayingna's solution](#)

543.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-22 · last AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ayingna's solution](#)

544.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp

[ayingna's solution](#)

545.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[ayingna's solution](#)

546.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ayingna's solution](#)

547.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[ayingna's solution](#)

548.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[ayingna's solution](#)

549.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[ayingna's solution](#)

550.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[ayingna's solution](#)

551.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ayingna's solution](#)

552.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-07-06 · last AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[ayingna's solution](#)

553.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[ayingna's solution](#)

554.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ayingna's solution](#)

555.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[ayingna's solution](#)

556.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[ayingna's solution](#)

557.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2023-07-16 · last AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ayingna's solution](#)

558.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2023-07-13 · last AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ayingna's solution](#)

559.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[ayingna's solution](#)

560.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[ayingna's solution](#)

561.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ayingna's solution](#)

562.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[ayingna's solution](#)

563.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math,

number theory

[ayingna's solution](#)

564.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ayingna's solution](#)

565.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ayingna's solution](#)

566.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[ayingna's solution](#)

567.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ayingna's solution](#)

568.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees

[ayingna's solution](#)

569.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[ayingna's solution](#)

570.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[ayingna's solution](#)

571.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-05-17 · last AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[ayingna's solution](#)

572.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ayingna's solution](#)

573.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[ayingna's solution](#)

574.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2023-05-17 · last AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[ayingna's solution](#)

575.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[ayingna's solution](#)

576.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

577.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ayingna's solution](#)

578.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[ayingna's solution](#)

579.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[ayingna's solution](#)

580.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[ayingna's solution](#)

581.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[ayingna's solution](#)

582.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[ayingna's solution](#)

583.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[ayingna's solution](#)

584.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ayingna's solution](#)

585.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[ayingna's solution](#)

586.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[ayingna's solution](#)

587.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[ayingna's solution](#)

588.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[ayingna's solution](#)

589.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[ayingna's solution](#)

590.

2162F

[Beautiful Intervals](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ayingna's solution](#)

591.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[ayingna's solution](#)

592.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ayingna's solution](#)

593.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[ayingna's solution](#)

594.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-09-07 · last AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[ayingna's solution](#)

595.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-08-09 · last AC: 2025-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ayingna's solution](#)

596.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ayingna's solution](#)

597.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[ayingna's solution](#)

598.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[ayingna's solution](#)

599.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-09-12 · last AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games

[ayingna's solution](#)

600.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[ayingna's solution](#)

601.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ayingna's solution](#)

602.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[ayingna's solution](#)

603.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[ayingna's solution](#)

604.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, number theory

[ayingna's solution](#)

605.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[ayingna's solution](#)

606.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: bitmasks, combinatorics, dp

[ayingna's solution](#)

607.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[ayingna's solution](#)

608.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2023-10-28 · last AC: 2024-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[ayingna's solution](#)

609.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ayingna's solution](#)

610.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ayingna's solution](#)

611.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[ayingna's solution](#)

612.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ayingna's solution](#)

613.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[ayingna's solution](#)

614.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[ayingna's solution](#)

615.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ayingna's solution](#)

616.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[ayingna's solution](#)

617.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[ayingna's solution](#)

618.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

619.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ayingna's solution](#)

620.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[ayingna's solution](#)

621.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ayingna's solution](#)

622.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ayingna's solution](#)

623.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures

[ayingna's solution](#)

624.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[ayingna's solution](#)

625.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[ayingna's solution](#)

626.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ayingna's solution](#)

627.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[ayingna's solution](#)

628.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ayingna's solution](#)

629.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[ayingna's solution](#)

630.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[ayingna's solution](#)

631.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ayingna's solution](#)

632.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[ayingna's solution](#)

633.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[ayingna's solution](#)

634.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees
[ayingna's solution](#)

635.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings
[ayingna's solution](#)

636.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths
[ayingna's solution](#)

637.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[ayingna's solution](#)

638.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[ayingna's solution](#)

639.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities
[ayingna's solution](#)

640.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers
[ayingna's solution](#)

641.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[ayingna's solution](#)

642.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[ayingna's solution](#)

643.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs
[ayingna's solution](#)

644.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[ayingna's solution](#)

645.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[ayingna's solution](#)

646.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[ayingna's solution](#)

647.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ayingna's solution](#)

648.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[ayingna's solution](#)

649.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[ayingna's solution](#)

650.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[ayingna's solution](#)

651.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2024-07-14 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ayingna's solution](#)

652.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ayingna's solution](#)

653.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
[ayingna's solution](#)

654.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[ayingna's solution](#)

655.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ayingna's solution](#)

656.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ayingna's solution](#)

657.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[ayingna's solution](#)

658.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[ayingna's solution](#)

659.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[ayingna's solution](#)

660.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings

[ayingna's solution](#)

661.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[ayingna's solution](#)

662.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[ayingna's solution](#)

663.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ayingna's solution](#)

664.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[ayingna's solution](#)

665.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[ayingna's solution](#)

666.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[ayingna's solution](#)

667.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[ayingna's solution](#)

668.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[ayingna's solution](#)

669.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
[ayingna's solution](#)

670.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[ayingna's solution](#)

671.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
[ayingna's solution](#)

672.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[ayingna's solution](#)

673.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[ayingna's solution](#)

674.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ayingna's solution](#)

675.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[ayingna's solution](#)

676.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[ayingna's solution](#)

677.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[ayingna's solution](#)

678.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ayingna's solution](#)

679.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[ayingna's solution](#)

680.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ayingna's solution](#)

681.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[ayingna's solution](#)

682.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[ayingna's solution](#)

683.

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
[ayingna's solution](#)

684.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-02 · last AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ayingna's solution](#)

685.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[ayingna's solution](#)

686.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[ayingna's solution](#)

687.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ayingna's solution](#)

688.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices

[ayingna's solution](#)

689.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2022-08-17 · last AC: 2025-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[ayingna's solution](#)

690.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[ayingna's solution](#)

691.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[ayingna's solution](#)

692.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory

[ayingna's solution](#)

693.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ayingna's solution](#)

694.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

695.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[ayingna's solution](#)

696.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[ayingna's solution](#)

697.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[ayingna's solution](#)

698.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[ayingna's solution](#)

699.

180B

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

Quality: 465 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ayingna's solution](#)

700.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ayingna's solution](#)

701.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[ayingna's solution](#)

702.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ayingna's solution](#)

703.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices

[ayingna's solution](#)

704.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ayingna's solution](#)

705.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, strings

[ayingna's solution](#)

706.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[ayingna's solution](#)

707.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ayingna's solution](#)

708.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[ayingna's solution](#)

709.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math, sortings

[ayingna's solution](#)

710.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[ayingna's solution](#)

711.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ayingna's solution](#)

712.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[ayingna's solution](#)

713.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[ayingna's solution](#)

714.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[ayingna's solution](#)

715.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[ayingna's solution](#)

716.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp
[ayingna's solution](#)

717.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[ayingna's solution](#)

718.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[ayingna's solution](#)

719.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[ayingna's solution](#)

720.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[ayingna's solution](#)

721.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[ayingna's solution](#)

722.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[ayingna's solution](#)

723.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ayingna's solution](#)

724.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ayingna's solution](#)

725.

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

[ayingna's solution](#)

726.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[ayingna's solution](#)

727.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[ayingna's solution](#)

728.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[ayingna's solution](#)

729.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[ayingna's solution](#)

730.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

[ayingna's solution](#)

731.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[ayingna's solution](#)

732.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ayingna's solution](#)

733.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[ayingna's solution](#)

734.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[ayingna's solution](#)

735.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[ayingna's solution](#)

736.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-07-26 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[ayingna's solution](#)

737.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ayingna's solution](#)

738.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[ayingna's solution](#)

739.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-06-13 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[ayingna's solution](#)

740.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ayingna's solution](#)

741.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[ayingna's solution](#)

742.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[ayingna's solution](#)

743.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ayingna's solution](#)

744.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[ayingna's solution](#)

745.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[ayingna's solution](#)

746.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures
[ayingna's solution](#)

747.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ayingna's solution](#)

748.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[ayingna's solution](#)

749.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[ayingna's solution](#)

750.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[ayingna's solution](#)

751.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[ayingna's solution](#)

752.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[ayingna's solution](#)

753.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp
[ayingna's solution](#)

754.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[ayingna's solution](#)

755.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[ayingna's solution](#)

756.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[ayingna's solution](#)

757.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[ayingna's solution](#)

758.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[ayingna's solution](#)

759.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[ayingna's solution](#)

760.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[ayingna's solution](#)

761.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[ayingna's solution](#)

762.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[ayingna's solution](#)

763.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[ayingna's solution](#)

764.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ayingna's solution](#)

765.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[ayingna's solution](#)

766.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[ayingna's solution](#)

767.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ayingna's solution](#)

768.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[ayingna's solution](#)

769.

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ayingna's solution](#)

770.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[ayingna's solution](#)

771.

2160G1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers

[ayingna's solution](#)

772.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ayingna's solution](#)

773.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp, math, two pointers

[ayingna's solution](#)

774.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[ayingna's solution](#)

775.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[ayingna's solution](#)

776.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[ayingna's solution](#)

777.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ayingna's solution](#)

778.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ayingna's solution](#)

779.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[ayingna's solution](#)

780.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[ayingna's solution](#)

781.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-30 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ayingna's solution](#)

782.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2023-09-15 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[ayingna's solution](#)

783.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[ayingna's solution](#)

784.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[ayingna's solution](#)

785.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[ayingna's solution](#)

786.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[ayingna's solution](#)

787.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ayingna's solution](#)

788.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[ayingna's solution](#)

789.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[ayingna's solution](#)

790.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[ayingna's solution](#)

791.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ayingna's solution](#)

792.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[ayingna's solution](#)

793.

2139F

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ayingna's solution](#)

794.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ayingna's solution](#)

795.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ayingna's solution](#)

796.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ayingna's solution](#)

797.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2024-07-25 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[ayingna's solution](#)

798.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ayingna's solution](#)

799.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[ayingna's solution](#)

800.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2023-10-12 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[ayingna's solution](#)

801.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[ayingna's solution](#)

802.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ayingna's solution](#)

803.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[ayingna's solution](#)

804.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, math

[ayingna's solution](#)

805.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[ayingna's solution](#)

806.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[ayingna's solution](#)

807.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[ayingna's solution](#)

808.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ayingna's solution](#)

809.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[ayingna's solution](#)

810.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[ayingna's solution](#)

811.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ayingna's solution](#)

812.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ayingna's solution](#)

813.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ayingna's solution](#)

814.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[ayingna's solution](#)

815.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[ayingna's solution](#)

816.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, trees
[ayingna's solution](#)

817.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[ayingna's solution](#)

818.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings
[ayingna's solution](#)

819.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[ayingna's solution](#)

820.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ayingna's solution](#)

821.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[ayingna's solution](#)

822.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[ayingna's solution](#)

823.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[ayingna's solution](#)

824.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-05-03 · last AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy,

hashing, implementation

[ayingna's solution](#)

825.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[ayingna's solution](#)

826.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[ayingna's solution](#)

827.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[ayingna's solution](#)

828.

2047F

[For the Emperor!](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ayingna's solution](#)

829.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ayingna's solution](#)

830.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[ayingna's solution](#)

831.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[ayingna's solution](#)

832.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[ayingna's solution](#)

833.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[ayingna's solution](#)

834.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[ayingna's solution](#)

835.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ayingna's solution](#)

836.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[ayingna's solution](#)

837.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, string suffix structures

[ayingna's solution](#)

838.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[ayingna's solution](#)

839.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ayingna's solution](#)

840.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[ayingna's solution](#)

841.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[ayingna's solution](#)

842.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[ayingna's solution](#)

843.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ayingna's solution](#)

844.

104030I

[Icy Itinerary](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ayingna's solution](#)

845.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · last AC: 2025-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

846.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · last AC: 2025-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

847.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · last AC: 2025-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

848.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · last AC: 2025-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

849.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
[ayingna's solution](#)

850.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[ayingna's solution](#)

851.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math
[ayingna's solution](#)

852.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive
[ayingna's solution](#)

853.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

854.

106073C

[Collatz polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

855.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

856.

106052D

[Machu Picchu](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

857.

106052C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

858.

106052B

[Legos](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

859.

106052A

[Swap by Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

860.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · last AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

861.

105869J

[Sumotonic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

862.

105869H

[Decent Path Around Bajtów](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

863.

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

864.

105869I

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

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

865.

105869D

[Money in the Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

866.

105869G

[Road Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

867.

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

868.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

869.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

870.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

871.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

872.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

873.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

874.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

875.

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

876.

105911L

[Renaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

877.

105911F

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

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

878.

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

879.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

880.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

881.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

882.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

883.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

884.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

885.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

886.

105465L

[LIS on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

887.

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

888.

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

889.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

890.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

891.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

892.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

893.

105465B

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

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

894.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

895.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

896.

105981I

[The Dream-Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

897.

105981D

[Keine's Prefix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

898.

105981H

[Simai](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

899.

105981C

[Echoes of the Runes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

900.

105981E

[Neuro's New Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

901.

105981F

[Portal](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

902.

105981J

[Uniform Random Descent Process](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

903.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

904.

104396K

[Similarity \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

905.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

906.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

907.

105922B

[Triangle Uika](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

908.

105922I

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

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

909.

105922E

[Eternal Feather](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

910.

105922A

[Genius Cirno's Genius Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

911.

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

912.

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

913.

105922H

[Another Palindromes Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

914.

105922G

[Rock-Paper-Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

915.

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

916.

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

917.

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

918.

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

919.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

920.

105901K

[Las Vegas](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

921.

105901M

[Flight Tracker](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

922.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

923.

105901J

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

924.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

925.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

926.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

927.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

928.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

929.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

930.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

931.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

932.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

933.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

934.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

935.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

936.

105492A

[``Aaawww...`` or ``Aaayyy!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

937.

105276I

[Ideal Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

938.

105276B

[Binary Bracket](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

939.

105276C

[Cross Across the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

940.

105276G

[GPT Intrusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

941.

105276K

[Keep Them Stacked](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

942.

105276E

[Enthusiast of Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

943.

105276A

[Always Right](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

944.

103185M

[May I Add a Letter?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

945.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

946.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

947.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

948.

103185B

[Beautiful Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

949.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

950.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

951.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

952.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

953.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

954.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

955.

105401K

[Same Segment](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

956.

105401J

[Running in the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

957.

105401D

[Graceful Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

958.

105401I

[Mukjippa](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

959.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

960.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

961.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

962.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

963.

105535F

[Fairly Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

964.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

965.

105974E

[Constructive Xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

966.

105974D

[Range Xor Subsequence Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

967.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

968.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

969.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

970.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

971.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

972.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

973.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

974.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

975.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

976.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

977.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

978.

105535D

[Desired Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

979.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

980.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

981.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

982.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

983.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

984.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

985.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

986.

105657G

[Gathering Mushrooms](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

987.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

988.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

989.

105657M

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

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

990.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

991.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

992.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)

993.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

994.

104234M

[Siteswap](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

995.

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

996.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

997.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

998.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

999.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1000.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1001.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1002.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1003.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1004.

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1005.

100589F

[Count Ways](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1006.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1007.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1008.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1009.

104757B

[B Road Band](#) · [Tutorial](#)Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)**1010.**

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)**1011.**

104757K

[Split Decisions](#) · [Tutorial](#)Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)**1012.**

104757D

[Cornhusker](#) · [Tutorial](#)Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)**1013.**

104757F

[Double Up](#) · [Tutorial](#)Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)**1014.**

104757A

[A Pivotal Question](#) · [Tutorial](#)Rating: — · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ayingna's solution](#)**1015.**

104160L

[Tavern Chess](#) · [Tutorial](#)Rating: — · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)**1016.**

104160F

[Half Mixed](#) · [Tutorial](#)Rating: — · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)**1017.**

104160A

[Absolute Difference](#) · [Tutorial](#)Rating: — · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)**1018.**

104160D

[DRX vs. T1](#) · [Tutorial](#)Rating: — · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)**1019.**

104160C

[Clamped Sequence](#) · [Tutorial](#)Rating: — · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1020.

102760A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1021.

102760L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1022.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1023.

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1024.

102760E

[Min-hashing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1025.

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1026.

102760K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1027.

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1028.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1029.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1030.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1031.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1032.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1033.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1034.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1035.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1036.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1037.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1038.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1039.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1040.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1041.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1042.

102822I

[Invaluable Assets](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1043.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1044.

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1045.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1046.

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1047.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1048.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1049.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1050.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1051.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1052.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1053.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1054.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1055.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1056.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1057.

105112B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1058.

104787L

[Yet Another Maximize Permutation Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1059.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1060.

104787D

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

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1061.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1062.

104787B

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

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1063.

102770L

[List of Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1064.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1065.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1066.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1067.

102770C

[Crossword Validation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1068.

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1069.

104857L

[Information Spread](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1070.

104857H

[Computational Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1071.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1072.

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1073.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1074.

104427K

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1075.

104427H

[Optimal Quadratic Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1076.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1077.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1078.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1079.

104925C

[Yet Another Balanced Coloring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1080.

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1081.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1082.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1083.

104427F

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

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1084.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1085.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1086.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1087.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1088.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1089.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1090.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1091.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1092.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1093.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1094.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1095.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1096.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1097.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1098.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1099.

104090L

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

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1100.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1101.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1102.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · last AC: 2024-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1103.

103931E

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

Rating: — · first AC: 2023-09-05 · last AC: 2024-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1104.

103931D

[Demonstrational sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1105.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1106.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · last AC: 2024-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1107.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1108.

104065K

[Pattern Matching in A Minor ``Low Space" · Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ayingna's solution](#)

1109.

102500B

[Balanced Cut · Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1110.

102500J

[Jackdaws And Crows · Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1111.

102500G

[Gnoll Hypothesis · Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1112.

102500F

[Firetrucks Are Red · Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1113.

102500E

[Expeditious Cubing · Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1114.

102500D

[Disposable Switches · Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1115.

102500C

[Canvas Line · Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1116.

105141E

[Safe Memory Management · Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1117.

105141D

[Difficult problem · Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1118.

105141K

[Starry Sky · Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1119.

105141I

[Open BSUIR](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1120.

105141F

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1121.

105141H

[Space Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1122.

105161C

[Radio Direction Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ayingna's solution](#)

1123.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1124.

102114C

[Call It What You Want](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1125.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1126.

102114A

[Always Online](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1127.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1128.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1129.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1130.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1131.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1132.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1133.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1134.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1135.

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1136.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1137.

104651J

[Find the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1138.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1139.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1140.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1141.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1142.

104172L

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

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1143.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1144.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1145.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1146.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1147.

104373B

[The Matching System](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1148.

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1149.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1150.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1151.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1152.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1153.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1154.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1155.

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1156.

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1157.

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1158.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1159.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1160.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1161.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1162.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1163.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1164.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1165.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1166.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1167.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1168.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1169.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1170.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1171.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1172.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1173.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1174.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1175.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1176.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1177.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1178.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1179.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1180.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1181.

101608E

[Robot I - Instruction Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1182.

101608H

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1183.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1184.

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1185.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1186.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1187.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1188.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1189.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1190.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1191.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1192.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1193.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1194.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1195.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1196.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1197.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1198.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1199.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1200.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1201.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1202.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1203.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1204.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1205.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1206.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1207.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1208.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1209.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1210.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1211.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1212.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1213.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1214.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1215.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1216.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1217.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1218.

103446D

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

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1219.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1220.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1221.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1222.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1223.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1224.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1225.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1226.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1227.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1228.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1229.

104059D

[Diabolic Doofenschmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1230.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1231.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1232.

104059C

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

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1233.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1234.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1235.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1236.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1237.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1238.

103447B

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

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1239.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1240.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1241.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1242.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1243.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1244.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1245.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1246.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1247.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1248.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1249.

104021N

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

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1250.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1251.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1252.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1253.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1254.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1255.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1256.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1257.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1258.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1259.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1260.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1261.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[ayingna's solution](#)

1262.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1263.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1264.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1265.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1266.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1267.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1268.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1269.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1270.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1271.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1272.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1273.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1274.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1275.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1276.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1277.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1278.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1279.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1280.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1281.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1282.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1283.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1284.

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1285.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1286.

104452K

[Divide and Connect 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1287.

104452F

[Square transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1288.

104452H

[Chess knight on the curb stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1289.

104452M

[Beautiful hockey](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1290.

104452C

[Lucky or not?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1291.

104452E

[The Highlanders' Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1292.

104452I

[Pharaoh hEx](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1293.

104452A

[Motivation problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1294.

104452N

[Contest with bug](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1295.

104452G

[Progress bar](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1296.

104452L

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1297.

104452D

[Professor R's. Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1298.

104452B

[Time to reap the harvest](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1299.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1300.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1301.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1302.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1303.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1304.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1305.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ayingna's solution](#)

1306.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ayingna's solution](#)

1307.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ayingna's solution](#)

1308.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ayingna's solution](#)

1309.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ayingna's solution](#)

1310.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ayingna's solution](#)

1311.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1312.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1313.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1314.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1315.

104505C

[Quasi-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1316.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1317.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1318.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1319.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1320.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1321.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1322.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1323.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1324.

104447C

[What Happens To Bashar's Laptop?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1325.

104447H

[Do you love HIAST?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1326.

104447E

[What Does Geo Do In His Free Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1327.

104447I

[Will you accept Basharo challenge?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1328.

104447D

[Could you help the judges? · Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1329.

104447F

[Isn't it a hard problem? · Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1330.

104447K

[Do you believe that this is a real story? · Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1331.

104447M

[Is it possible? · Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1332.

104447B

[How Aswad Use Telegram? · Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1333.

104447G

[What is Kaito's delimma? · Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1334.

104447L

[Amazing Teacher · Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1335.

104447A

[Is It A Math Problem? · Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1336.

104454M

[Three cushion carom · Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1337.

104454F

[Brass Birmingham: cities · Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1338.

104454E

[Brass Birmingham: coins · Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1339.

104454L

[Permutations and sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1340.

104454C

[Pisano period](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1341.

104454G

[Brass Birmingham: beer](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1342.

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1343.

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1344.

104454I

[Problem \$3n+1\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1345.

104454K

[To-do list](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1346.

104454J

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

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1347.

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1348.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1349.

104454H

[Brass Birmingham: roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1350.

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1351.

104468G

[Wael-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1352.

104468I

[Obada-utiful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1353.

104468B

[Osama-utiful Components](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1354.

104468E

[Tareq-utiful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1355.

104468M

[Resli-utiful Indices](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1356.

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1357.

104468A

[Salahiano-utiful Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1358.

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1359.

104468J

[Elias-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1360.

104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1361.

104468C

[Ammar-utiful Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1362.

104468K

[Damas-utiful vs Aleppo-utiful](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1363.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1364.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1365.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1366.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1367.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1368.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1369.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1370.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1371.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ayingna's solution](#)

1372.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ayingna's solution](#)

1373.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ayingna's solution](#)

1374.

103536A

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · last AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ayingna's solution](#)