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Unique solved — becaido

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

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

Filters: none

Count: 3,388

1.

2218C

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

Quality: 26,462 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)

2.

2218B

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

Quality: 33,706 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[becaido's solution](#)

3.

2218A

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

Quality: 34,948 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

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4.

2210A

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

Quality: 22,252 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[becaido's solution](#)

5.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[becaido's solution](#)

6.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,511 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[becaido's solution](#)

7.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,489 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[becaido's solution](#)

8.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[becaido's solution](#)

9.

2205B

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

Quality: 16,179 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[becaido's solution](#)

10.

2205A

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

Quality: 17,306 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[becaido's solution](#)

11.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,999 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[becaido's solution](#)

12.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[becaido's solution](#)

13.

2195A

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

Quality: 35,465 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[becaido's solution](#)

14.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,865 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[becaido's solution](#)

15.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[becaido's solution](#)

16.

2188A

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

Quality: 25,913 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

17.

1005A

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

Quality: 27,503 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[becaido's solution](#)

18.

2193B

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

Quality: 30,122 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[becaido's solution](#)

19.

2193A

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

Quality: 42,664 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[becaido's solution](#)

20.

2189A

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

Quality: 24,368 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

21.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,713 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[becaido's solution](#)

22.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,100 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

23.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,787 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

24.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,090 global accepts · Rating: 800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[becaido's solution](#)

25.

2183A

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

Quality: 23,673 global accepts · Rating: 800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[becaido's solution](#)

26.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[becaido's solution](#)

27.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[becaido's solution](#)

28.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,425 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings
[becaido's solution](#)

29.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,394 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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30.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,250 global accepts · Rating: 800 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[becaido's solution](#)

31.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,551 global accepts · Rating: 800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[becaido's solution](#)

32.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,065 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[becaido's solution](#)

33.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,831 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[becaido's solution](#)

34.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,475 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[becaido's solution](#)

35.

2149B

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

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

36.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,928 global accepts · Rating: 800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

37.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,051 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[becaido's solution](#)

38.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,434 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[becaido's solution](#)

39.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,171 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

40.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,053 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

41.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,829 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

42.

2139A

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

Quality: 25,826 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

43.

2134A

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

Quality: 26,561 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[becaido's solution](#)

44.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[becaido's solution](#)

45.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,255 global accepts · Rating: 800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[becaido's solution](#)

46.

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[becaido's solution](#)

47.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,207 global accepts · Rating: 800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[becaido's solution](#)

48.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,158 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

49.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,360 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[becaido's solution](#)

50.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[becaido's solution](#)

51.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,293 global accepts · Rating: 800 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: strings

[becaido's solution](#)

52.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

53.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,706 global accepts · Rating: 800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[becaido's solution](#)

54.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,025 global accepts · Rating: 800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[becaido's solution](#)

55.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,757 global accepts · Rating: 800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[becaido's solution](#)

56.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,321 global accepts · Rating: 800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[becaido's solution](#)

57.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-26 · last AC: 2025-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[becaido's solution](#)

58.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

59.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

60.

2072A

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

Quality: 40,662 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[becaido's solution](#)

61.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

62.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

63.

177A2

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

Quality: 8,565 global accepts · Rating: 800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

64.

177A1

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

Quality: 11,501 global accepts · Rating: 800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

65.

648B

[B > C > D > 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[becaido's solution](#)

66.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,258 global accepts · Rating: 800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

67.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[becaido's solution](#)

68.

2065B

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

Quality: 42,079 global accepts · Rating: 800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: strings

[becaido's solution](#)

69.

2065A

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

Quality: 55,636 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[becaido's solution](#)

70.

630A

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

Quality: 93,520 global accepts · Rating: 800 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[becaido's solution](#)

71.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

72.

2059A

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

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

[becaido's solution](#)

73.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[becaido's solution](#)

74.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[becaido's solution](#)

75.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[becaido's solution](#)

76.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,099 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[becaido's solution](#)

77.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

78.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[becaido's solution](#)

79.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

80.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[becaido's solution](#)

81.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

82.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[becaido's solution](#)

83.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,761 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[becaido's solution](#)

84.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[becaido's solution](#)

85.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

86.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,273 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

87.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,218 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[becaido's solution](#)

88.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,460 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

89.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[becaido's solution](#)

90.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

91.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,698 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

92.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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93.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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94.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

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95.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,302 global accepts · Rating: 800 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: math

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96.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

97.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,020 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[becaido's solution](#)

98.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

99.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,755 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[becaido's solution](#)

100.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

101.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

102.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

103.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

104.

440A

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

Quality: 8,934 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

105.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

106.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[becaido's solution](#)

107.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,042 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

108.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,325 global accepts · Rating: 800 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

109.

231A

[Team](#) · [Tutorial](#)

Quality: 430,306 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[becaido's solution](#)

110.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[becaido's solution](#)

111.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[becaido's solution](#)

112.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[becaido's solution](#)

113.

386A

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

Quality: 7,735 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

114.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,504 global accepts · Rating: 800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[becaido's solution](#)

115.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,541 global accepts · Rating: 800 · first AC: 2022-07-25 · last AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[becaido's solution](#)

116.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[becaido's solution](#)

117.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,098 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[becaido's solution](#)

118.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · last AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[becaido's solution](#)

119.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, math
[becaido's solution](#)

120.

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · last AC: 2024-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[becaido's solution](#)

121.

1549B

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

Quality: 26,829 global accepts · Rating: 800 · first AC: 2021-08-01 · last AC: 2024-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
[becaido's solution](#)

122.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · last AC: 2024-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[becaido's solution](#)

123.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[becaido's solution](#)

124.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, implementation
[becaido's solution](#)

125.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[becaido's solution](#)

126.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[becaido's solution](#)

127.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory
[becaido's solution](#)

128.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,757 global accepts · Rating: 800 · first AC: 2021-12-28 · last AC: 2024-10-15 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

[becaido's solution](#)

129.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[becaido's solution](#)

130.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

131.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

132.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-29 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[becaido's solution](#)

133.

2014B

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

Quality: 33,194 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

134.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,711 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

135.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

136.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

137.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

138.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,227 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[becaido's solution](#)

139.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,973 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[becaido's solution](#)

140.

2008C

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

Quality: 36,483 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[becaido's solution](#)

141.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[becaido's solution](#)

142.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,792 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[becaido's solution](#)

143.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[becaido's solution](#)

144.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

145.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

146.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[becaido's solution](#)

147.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,615 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[becaido's solution](#)

148.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[becaido's solution](#)

149.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,847 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[becaido's solution](#)

150.

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[becaido's solution](#)

151.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,127 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)

152.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[becaido's solution](#)

153.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,646 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

154.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,946 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

155.

1941A

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

Quality: 47,699 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[becaido's solution](#)

156.

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

157.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[becaido's solution](#)

158.

1974B

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

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[becaido's solution](#)

159.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,922 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

160.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

161.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,385 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[becaido's solution](#)

162.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,716 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[becaido's solution](#)

163.

1971A

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

Quality: 59,500 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[becaido's solution](#)

164.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,906 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

165.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

166.

1950A

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

Quality: 69,455 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

167.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,453 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[becaido's solution](#)

168.

1926A

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

Quality: 62,204 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

169.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,186 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation
[becaido's solution](#)

170.

1915B

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

Quality: 50,358 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation
[becaido's solution](#)

171.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,805 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[becaido's solution](#)

172.

1995A

[Diagonals](#) · [Tutorial](#)

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

[becaido's solution](#)

173.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,014 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[becaido's solution](#)

174.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,019 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

175.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,705 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[becaido's solution](#)

176.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,405 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

177.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

178.

1983A

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

Quality: 28,116 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

179.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,024 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[becaido's solution](#)

180.

1791B

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

Quality: 52,664 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[becaido's solution](#)

181.

1791C

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

Quality: 74,187 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[becaido's solution](#)

182.

1791A

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

Quality: 80,625 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

183.

678A

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

Quality: 15,169 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

184.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,841 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[becaido's solution](#)

185.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,181 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

186.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[becaido's solution](#)

187.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,480 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[becaido's solution](#)

188.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,550 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[becaido's solution](#)

189.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,553 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

190.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[becaido's solution](#)

191.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

192.

1985B

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

Quality: 56,771 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[becaido's solution](#)

193.

1985A

[Creating Words](#) · [Tutorial](#)

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

[becaido's solution](#)

194.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

195.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,504 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

196.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

197.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,912 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[becaido's solution](#)

198.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,736 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

199.

1981A

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

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

[becaido's solution](#)

200.

1976A

[Verify Password](#) · [Tutorial](#)

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

[becaido's solution](#)

201.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[becaido's solution](#)

202.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[becaido's solution](#)

203.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[becaido's solution](#)

204.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,426 global accepts · Rating: 800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[becaido's solution](#)

205.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,733 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[becaido's solution](#)

206.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[becaido's solution](#)

207.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[becaido's solution](#)

208.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[becaido's solution](#)

209.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

210.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,897 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[becaido's solution](#)

211.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,368 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[becaido's solution](#)

212.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[becaido's solution](#)

213.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,438 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[becaido's solution](#)

214.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[becaido's solution](#)

215.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[becaido's solution](#)

216.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[becaido's solution](#)

217.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[becaido's solution](#)

218.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

219.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,112 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[becaido's solution](#)

220.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,760 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[becaido's solution](#)

221.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

222.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,354 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[becaido's solution](#)

223.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,324 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

224.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

225.

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

[becaido's solution](#)

226.

1886A

[Sum of Three](#) · [Tutorial](#)

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

[becaido's solution](#)

227.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,334 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[becaido's solution](#)

228.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,520 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[becaido's solution](#)

229.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,352 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[becaido's solution](#)

230.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[becaido's solution](#)

231.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,048 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[becaido's solution](#)

232.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,702 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

233.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,115 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

234.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,067 global accepts · Rating: 800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[becaido's solution](#)

235.

1850C

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

Quality: 53,545 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

236.

1850B

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

Quality: 50,379 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[becaido's solution](#)

237.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,214 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[becaido's solution](#)

238.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[becaido's solution](#)

239.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[becaido's solution](#)

240.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[becaido's solution](#)

241.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
[becaido's solution](#)

242.

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[becaido's solution](#)

243.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[becaido's solution](#)

244.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

245.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[becaido's solution](#)

246.

1831A

[Twin Permutations](#) · [Tutorial](#)

Quality: 46,308 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

247.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
[becaido's solution](#)

248.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[becaido's solution](#)

249.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

250.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

251.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[becaido's solution](#)

252.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[becaido's solution](#)

253.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,947 global accepts · Rating: 800 · first AC: 2023-04-03 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[becaido's solution](#)

254.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[becaido's solution](#)

255.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[becaido's solution](#)

256.

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[becaido's solution](#)

257.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

258.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[becaido's solution](#)

259.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,333 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[becaido's solution](#)

260.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,352 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[becaido's solution](#)

261.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,724 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[becaido's solution](#)

262.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[becaido's solution](#)

263.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[becaido's solution](#)

264.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers
[becaido's solution](#)

265.

1789A

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

Quality: 32,985 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[becaido's solution](#)

266.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[becaido's solution](#)

267.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[becaido's solution](#)

268.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[becaido's solution](#)

269.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[becaido's solution](#)

270.

1787A

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

Quality: 20,384 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

271.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[becaido's solution](#)

272.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[becaido's solution](#)

273.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[becaido's solution](#)

274.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,020 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[becaido's solution](#)

275.

144A

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

Quality: 121,424 global accepts · Rating: 800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[becaido's solution](#)

276.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: *special, math
[becaido's solution](#)

277.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[becaido's solution](#)

278.

1783A

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

Quality: 48,734 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[becaido's solution](#)

279.

1779A

[Hall of Fame](#) · [Tutorial](#)

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

280.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

281.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

282.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,435 global accepts · Rating: 800 · first AC: 2022-12-18 · last AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[becaido's solution](#)

283.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

284.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

285.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,032 global accepts · Rating: 800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

286.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[becaido's solution](#)

287.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,127 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

288.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[becaido's solution](#)

289.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,314 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[becaido's solution](#)

290.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,104 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[becaido's solution](#)

291.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

292.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

293.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[becaido's solution](#)

294.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[becaido's solution](#)

295.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[becaido's solution](#)

296.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[becaido's solution](#)

297.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,752 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[becaido's solution](#)

298.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[becaido's solution](#)

299.

1692C

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

Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[becaido's solution](#)

300.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

301.

1702B

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

Quality: 29,306 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[becaido's solution](#)

302.

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

303.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[becaido's solution](#)

304.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[becaido's solution](#)

305.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

306.

1760C

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Quality: 43,823 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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307.

1760B

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308.

1760A

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309.

1761A

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310.

141A

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311.

1754A

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Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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312.

1750B

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313.

1750A

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314.

1740B

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315.

1740A

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316.

1468E

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Quality: 9,818 global accepts · Rating: 800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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317.

1754B

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Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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318.

1749A

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Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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319.

1743B

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Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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320.

1743A

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Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

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321.

1746A

[Maxmina](#) · [Tutorial](#)

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322.

1746B

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323.

1735A

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324.

1738A

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325.

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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326.

1729B

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Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
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327.

1729A

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328.

1725A

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329.

1722C

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Quality: 36,178 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
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330.

1722B

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[becaido's solution](#)

331.

1722A

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[becaido's solution](#)

332.

1720B

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333.

1719B

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334.

1719A

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Quality: 26,822 global accepts · Rating: 800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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335.

1712B

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[becaido's solution](#)

336.

1712A

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Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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337.

1713A

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338.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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339.

1716A

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340.

1704A

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341.

734A

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342.

1711A

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343.

1706A

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344.

1060A

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345.

1701B

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346.

1701A

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347.

1700A

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1695A

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349.

1690C

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350.

1690B

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Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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351.

1690A

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352.

1688B

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353.

1688A

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354.

1686A

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355.

1691A

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Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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356.

1498A

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357.

1075A

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Quality: 9,138 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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358.

1243A

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[becaido's solution](#)

359.

1146A

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360.

1038A

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361.

831B

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362.

1680A

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363.

629A

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Quality: 14,847 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

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364.

1491A

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365.

1353A

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366.

873A

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367.

427A

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368.

1547A

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369.

1557A

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370.

78A

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371.

1681B

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372.

1682A

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373.

1234A

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374.

1676C

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375.

1676B

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376.

1676A

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Quality: 87,429 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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377.

1624A

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Quality: 60,282 global accepts · Rating: 800 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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1654B

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379.

1654A

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380.

1650A

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Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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381.

1651B

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382.

1651A

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383.

1649A

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384.

1644B

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385.

1644A

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386.

1352A

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387.

1635B

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388.

1635A

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389.

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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390.

1633B

[Minority](#) · [Tutorial](#)

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391.

1633A

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392.

1632A

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393.

1249A

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Quality: 23,712 global accepts · Rating: 800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: math

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394.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: strings

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395.

1196A

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396.

1183A

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397.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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398.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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399.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,545 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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400.

119A

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Quality: 29,582 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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401.

116A

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402.

112A

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403.

110A

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Quality: 199,518 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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404.

104A

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Quality: 17,155 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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405.

99A

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[becaido's solution](#)

406.

92A

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Quality: 21,531 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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407.

80A

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408.

71A

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409.

61A

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410.

59A

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411.

50A

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412.

49A

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413.

47A

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414.

46A

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415.

41A

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416.

38A

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32A

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419.

22A

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16A

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421.

14A

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422.

12A

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423.

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424.

4A

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425.

1150A

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426.

1622A

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427.

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1614A

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429.

1611B

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430.

1611A

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431.

1154A

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1144A

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433.

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434.

1108A

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435.

1102A

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436.

1095A

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437.

1092B

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438.

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439.

1077A

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977A

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441.

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1385A

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443.

1605A

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445.

1582A

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1594A

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1592A

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448.

1581A

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449.

1573A

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1569A

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1556A

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452.

1541A

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453.

1560B

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1560A

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1549A

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456.

1554A

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1552A

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458.

1551B1

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459.

1551A

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460.

1553A

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461.

1530B

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462.

1530A

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463.

1550A

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464.

1546A

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465.

1547B

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466.

1542A

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467.

1472A

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468.

701A

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469.

2210B

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470.

84A

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471.

2209B

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472.

2200C

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473.

2195B

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474.

1005B

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475.

2185C

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476.

2178B

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477.

2171B

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478.

2149C

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479.

2148C

[Pacer](#) · [Tutorial](#)

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480.

1992C

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481.

2114B

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482.

1494A

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483.

2106B

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484.

2094C

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485.

2093B

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486.

2072B

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algorithms, strings

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487.

648A

[A00011Cä;DÄHC,,9 Cö>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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488.

1888A

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489.

1883B

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490.

2062B

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491.

2060C

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492.

915A

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493.

1283B

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494.

903A

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495.

893A

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496.

2035B

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497.

2033B

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498.

863A

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499.

1004A

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500.

747B

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501.

199A

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502.

706A

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503.

556A

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504.

1535B

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505.

808A

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506.

1324A

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507.

2013B

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508.

267A

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509.

765A

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510.

1351B

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511.

1650B

[DIV + MOD](#) · [Tutorial](#)

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512.

373A

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513.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

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514.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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515.

1971C

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516.

1915D

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517.

1988B

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518.

1988A

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math

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519.

622B

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520.

1985D

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521.

616A

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522.

1951A

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523.

598A

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524.

1927B

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525.

1900B

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526.

1896B

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527.

1879B

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528.

1850D

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529.

1848A

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530.

1808A

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531.

1807D

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532.

1764B

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533.

1795B

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534.

44A

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535.

1777B

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536.

34B

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537.

1775A2

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538.

1779B

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539.

1436B

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540.

52A

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541.

1771A

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542.

1742C

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543.

1705B

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544.

1709B

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545.

1468N

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546.

961A

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547.

1732B

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548.

1749B

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549.

1737A

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550.

1735B

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1726A

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552.

1720A

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553.

1110A

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554.

387A

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[becaido's solution](#)

555.

408A

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Quality: 11,984 global accepts · Rating: 900 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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556.

168A

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557.

1141B

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558.

1624B

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559.

1272A

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560.

1216B

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561.

1213A

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562.

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563.

16B

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564.

11A

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565.

10A

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566.

6A

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567.

1150B

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568.

1610A

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569.

1144B

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570.

1095B

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[becaido's solution](#)

571.

977B

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572.

1607B

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573.

1582B

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574.

1559B

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Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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575.

1559A

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576.

1555A

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577.

1543B

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578.

1543A

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579.

2203B

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Quality: 14,305 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

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580.

2194B

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581.

2188B

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582.

2193C

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583.

2191B

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584.

178A2

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585.

178A1

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586.

2167D

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Quality: 30,209 global accepts · Rating: 1000 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

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587.

2148D

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

Quality: 26,752 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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588.

2114C

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589.

1620B

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Quality: 31,478 global accepts · Rating: 1000 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

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590.

2106C

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Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[becaido's solution](#)

591.

2093C

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Quality: 30,846 global accepts · Rating: 1000 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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592.

2091C

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Quality: 28,839 global accepts · Rating: 1000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

593.

649A

[A NO 80ÄKCR GC,,AC 0 Aô>C 8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[becaido's solution](#)

594.

177B1

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[becaido's solution](#)

595.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[becaido's solution](#)

596.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,188 global accepts · Rating: 1000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[becaido's solution](#)

597.

108A

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Quality: 10,346 global accepts · Rating: 1000 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
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598.

2060B

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Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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599.

2057B

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Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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600.

2051C

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Quality: 28,014 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
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601.

920A

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Quality: 8,196 global accepts · Rating: 1000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

602.

753A

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Quality: 9,924 global accepts · Rating: 1000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[becaido's solution](#)

603.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[becaido's solution](#)

604.

2037C

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Quality: 25,532 global accepts · Rating: 1000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[becaido's solution](#)

605.

893B

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Quality: 12,664 global accepts · Rating: 1000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

606.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

607.

888B

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Quality: 10,724 global accepts · Rating: 1000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

608.

822B

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Quality: 10,200 global accepts · Rating: 1000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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609.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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610.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math

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611.

125B

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Quality: 3,712 global accepts · Rating: 1000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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612.

757A

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Quality: 11,821 global accepts · Rating: 1000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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613.

1177A

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Quality: 6,772 global accepts · Rating: 1000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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614.

1490B

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Quality: 27,900 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

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615.

2000C

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Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
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616.

1515B

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Quality: 27,068 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory
[becaido's solution](#)

617.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,749 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[becaido's solution](#)

618.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[becaido's solution](#)

619.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,755 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[becaido's solution](#)

620.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,275 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[becaido's solution](#)

621.

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

622.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

623.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[becaido's solution](#)

624.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

625.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

626.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

627.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

628.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,110 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

629.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,825 global accepts · Rating: 1000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[becaido's solution](#)

630.

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[becaido's solution](#)

631.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[becaido's solution](#)

632.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

633.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)

634.

1955B

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

Quality: 32,265 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[becaido's solution](#)

635.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,889 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[becaido's solution](#)

636.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[becaido's solution](#)

637.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[becaido's solution](#)

638.

1907B

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

Quality: 30,384 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[becaido's solution](#)

639.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[becaido's solution](#)

640.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

641.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[becaido's solution](#)

642.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

643.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[becaido's solution](#)

644.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,169 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[becaido's solution](#)

645.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,382 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[becaido's solution](#)

646.

1844B

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

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

[becaido's solution](#)

647.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[becaido's solution](#)

648.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[becaido's solution](#)

649.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,061 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[becaido's solution](#)

650.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[becaido's solution](#)

651.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

652.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

653.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[becaido's solution](#)

654.

1800C1

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

Quality: 26,984 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[becaido's solution](#)

655.

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[becaido's solution](#)

656.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[becaido's solution](#)

657.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

658.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[becaido's solution](#)

659.

1782B

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

Rating: 1000 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[becaido's solution](#)

660.

1769B1

[A > 1000 > C\\$0C08CR DC 9C > C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[becaido's solution](#)

661.

1770B

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

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

662.

1770A

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

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

663.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[becaido's solution](#)

664.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[becaido's solution](#)

665.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[becaido's solution](#)

666.

1702D

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

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[becaido's solution](#)

667.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[becaido's solution](#)

668.

1761B

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

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

implementation

[becaido's solution](#)

669.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

670.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

671.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[becaido's solution](#)

672.

1725B

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

Quality: 28,279 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[becaido's solution](#)

673.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[becaido's solution](#)

674.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,924 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[becaido's solution](#)

675.

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[becaido's solution](#)

676.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[becaido's solution](#)

677.

1690D

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

Quality: 47,041 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[becaido's solution](#)

678.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,319 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[becaido's solution](#)

679.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[becaido's solution](#)

680.

1632B

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

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[becaido's solution](#)

681.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[becaido's solution](#)

682.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math
[becaido's solution](#)

683.

1234B1

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

Quality: 19,768 global accepts · Rating: 1000 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[becaido's solution](#)

684.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[becaido's solution](#)

685.

14B

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

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[becaido's solution](#)

686.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[becaido's solution](#)

687.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[becaido's solution](#)

688.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths
[becaido's solution](#)

689.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,251 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[becaido's solution](#)

690.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[becaido's solution](#)

691.

1614B

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

Quality: 29,036 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[becaido's solution](#)

692.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

693.

1144C

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

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[becaido's solution](#)

694.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,475 global accepts · Rating: 1000 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[becaido's solution](#)

695.

1133A

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

Quality: 19,706 global accepts · Rating: 1000 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[becaido's solution](#)

696.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[becaido's solution](#)

697.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,286 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[becaido's solution](#)

698.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[becaido's solution](#)

699.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[becaido's solution](#)

700.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

701.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[becaido's solution](#)

702.

2218D

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

Quality: 18,440 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[becaido's solution](#)

703.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[becaido's solution](#)

704.

2195C

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

Quality: 20,540 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[becaido's solution](#)

705.

2197B

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

Quality: 15,902 global accepts · Rating: 1100 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[becaido's solution](#)

706.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,577 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[becaido's solution](#)

707.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[becaido's solution](#)

708.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,861 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[becaido's solution](#)

709.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,111 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[becaido's solution](#)

710.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

711.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[becaido's solution](#)

712.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[becaido's solution](#)

713.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[becaido's solution](#)

714.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[becaido's solution](#)

715.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[becaido's solution](#)

716.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,864 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[becaido's solution](#)

717.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[becaido's solution](#)

718.

648C

[A<00\\$1 B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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719.

1146B

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720.

630J

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721.

2065C1

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722.

630D

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723.

630C

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Quality: 26,919 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
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724.

755B

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725.

158B

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Quality: 103,838 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, greedy, implementation
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726.

1618C

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Quality: 32,407 global accepts · Rating: 1100 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: math
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727.

46B

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Quality: 4,135 global accepts · Rating: 1100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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728.

2063B

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Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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729.

2061B

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Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
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730.

2060D

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Quality: 26,201 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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731.

946B

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732.

938B

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Quality: 9,303 global accepts · Rating: 1100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[becaido's solution](#)

733.

2043B

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Quality: 21,734 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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734.

2044D

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Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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735.

2050B

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[becaido's solution](#)

736.

911A

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Quality: 12,309 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

737.

1672C

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Quality: 14,035 global accepts · Rating: 1100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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738.

2036C

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Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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739.

884B

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[becaido's solution](#)

740.

2027B

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741.

2030C

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Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

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742.

845A

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Quality: 8,479 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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743.

2025B

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744.

825A

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Quality: 8,197 global accepts · Rating: 1100 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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745.

813A

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[becaido's solution](#)

746.

1324B

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Quality: 30,795 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
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747.

1324C

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Quality: 30,515 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
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748.

2014C

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Quality: 27,458 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
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749.

797A

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Quality: 19,888 global accepts · Rating: 1100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
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750.

1119A

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Quality: 11,503 global accepts · Rating: 1100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

751.

765B

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Quality: 7,553 global accepts · Rating: 1100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
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752.

2009C

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753.

2008D

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Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
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754.

792A

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Quality: 9,709 global accepts · Rating: 1100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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755.

1472C

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Quality: 35,345 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
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756.

1999D

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757.

1997C

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758.

1997B

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759.

1971D

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760.

1950D

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Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory
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761.

1995B1

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762.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,466 global accepts · Rating: 1100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings
[becaido's solution](#)

763.

1791G1

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Quality: 33,924 global accepts · Rating: 1100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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764.

1791E

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Quality: 41,290 global accepts · Rating: 1100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
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765.

1703D

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766.

1669F

[Eating Candies · Tutorial](#)

Quality: 39,621 global accepts · Rating: 1100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
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767.

1669D

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Quality: 25,422 global accepts · Rating: 1100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

768.

12C

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Quality: 7,354 global accepts · Rating: 1100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[becaido's solution](#)

769.

988B

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Quality: 20,289 global accepts · Rating: 1100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings
[becaido's solution](#)

770.

1976B

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Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

771.

535B

[Tavas and SaDDas · Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[becaido's solution](#)

772.

609B

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Quality: 10,090 global accepts · Rating: 1100 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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773.

1946B

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Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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774.

1944B

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Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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775.

1948B

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[becaido's solution](#)

776.

1923B

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777.

1932B

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778.

1905B

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779.

1708B

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780.

1901B

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781.

1891B

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782.

1829E

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783.

1850E

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784.

1842B

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Quality: 25,542 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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785.

1838B

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786.

1839B

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787.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,500 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
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788.

1821B

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Quality: 28,336 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
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789.

1820B

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Quality: 23,014 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
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790.

1797B

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

Quality: 24,619 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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791.

1811C

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

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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792.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[becaido's solution](#)

793.

1807G2

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

Quality: 27,846 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[becaido's solution](#)

794.

1800C2

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

Quality: 27,114 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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795.

1793B

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Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

796.

12B

[Correct Solution?](#) · [Tutorial](#)

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797.

1787B

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

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

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798.

1780B

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Quality: 25,978 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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799.

1783B

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

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800.

1731B

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Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

801.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[becaido's solution](#)

802.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[becaido's solution](#)

803.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

804.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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805.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[becaido's solution](#)

806.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[becaido's solution](#)

807.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[becaido's solution](#)

808.

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[becaido's solution](#)

809.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,561 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

810.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

811.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[becaido's solution](#)

812.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[becaido's solution](#)

813.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[becaido's solution](#)

814.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[becaido's solution](#)

815.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[becaido's solution](#)

816.

300A

[Array](#) · [Tutorial](#)

Quality: 27,222 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[becaido's solution](#)

817.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[becaido's solution](#)

818.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[becaido's solution](#)

819.

1624C

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

Quality: 26,837 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[becaido's solution](#)

820.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

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821.

1633C

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Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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822.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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823.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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824.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[becaido's solution](#)

825.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2021-12-22 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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826.

1610B

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Quality: 23,388 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
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827.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[becaido's solution](#)

828.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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829.

1594B

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Quality: 22,139 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

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830.

1566D1

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[becaido's solution](#)

831.

1557B

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832.

1547C

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Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[becaido's solution](#)

833.

1029B

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Quality: 18,466 global accepts · Rating: 1200 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[becaido's solution](#)

834.

2218E

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Quality: 14,099 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[becaido's solution](#)

835.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,821 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[becaido's solution](#)

836.

1015B

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Quality: 12,411 global accepts · Rating: 1200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[becaido's solution](#)

837.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[becaido's solution](#)

838.

2202B

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

Quality: 11,150 global accepts · Rating: 1200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[becaido's solution](#)

839.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,315 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[becaido's solution](#)

840.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[becaido's solution](#)

841.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[becaido's solution](#)

842.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[becaido's solution](#)

843.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,702 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[becaido's solution](#)

844.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,951 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[becaido's solution](#)

845.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,900 global accepts · Rating: 1200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[becaido's solution](#)

846.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[becaido's solution](#)

847.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[becaido's solution](#)

848.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[becaido's solution](#)

849.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[becaido's solution](#)

850.

2134C

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Quality: 18,682 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[becaido's solution](#)

851.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,875 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[becaido's solution](#)

852.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[becaido's solution](#)

853.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[becaido's solution](#)

854.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,495 global accepts · Rating: 1200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[becaido's solution](#)

855.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[becaido's solution](#)

856.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[becaido's solution](#)

857.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[becaido's solution](#)

858.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory
[becaido's solution](#)

859.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

860.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[becaido's solution](#)

861.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[becaido's solution](#)

862.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,347 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[becaido's solution](#)

863.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[becaido's solution](#)

864.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[becaido's solution](#)

865.

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[becaido's solution](#)

866.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[becaido's solution](#)

867.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,079 global accepts · Rating: 1200 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

868.

2053B

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

Quality: 16,980 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, greedy

[becaido's solution](#)

869.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,923 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[becaido's solution](#)

870.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

871.

2050C

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

Quality: 25,006 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[becaido's solution](#)

872.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

873.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[becaido's solution](#)

874.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

875.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[becaido's solution](#)

876.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

877.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

878.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[becaido's solution](#)

879.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms
[becaido's solution](#)

880.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[becaido's solution](#)

881.

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

882.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[becaido's solution](#)

883.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
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884.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation, sortings
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885.

1490D

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Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
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886.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[becaido's solution](#)

887.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, sortings
[becaido's solution](#)

888.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[becaido's solution](#)

889.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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890.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation
[becaido's solution](#)

891.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,991 global accepts · Rating: 1200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

892.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[becaido's solution](#)

893.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[becaido's solution](#)

894.

1926C

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

Quality: 32,748 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[becaido's solution](#)

895.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[becaido's solution](#)

896.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[becaido's solution](#)

897.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,589 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

898.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation
[becaido's solution](#)

899.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, strings
[becaido's solution](#)

900.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[becaido's solution](#)

901.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[becaido's solution](#)

902.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

903.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[becaido's solution](#)

904.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[becaido's solution](#)

905.

6C

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

Quality: 17,485 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[becaido's solution](#)

906.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[becaido's solution](#)

907.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[becaido's solution](#)

908.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[becaido's solution](#)

909.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[becaido's solution](#)

910.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

911.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[becaido's solution](#)

912.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[becaido's solution](#)

913.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[becaido's solution](#)

914.

1907C

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

Quality: 23,138 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[becaido's solution](#)

915.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[becaido's solution](#)

916.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[becaido's solution](#)

917.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[becaido's solution](#)

918.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,412 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[becaido's solution](#)

919.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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920.

1808B

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921.

1800D

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Quality: 29,349 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

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922.

1075B

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Quality: 4,527 global accepts · Rating: 1200 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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923.

9B

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924.

1793C

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Quality: 33,108 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

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925.

990B

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Quality: 8,617 global accepts · Rating: 1200 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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926.

1536B

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927.

1792B

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Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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928.

895A

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929.

342A

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Quality: 13,875 global accepts · Rating: 1200 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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930.

1736B

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Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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931.

1742E

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932.

1744D

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[becaido's solution](#)

933.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,285 global accepts · Rating: 1200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

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934.

1734C

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Quality: 28,637 global accepts · Rating: 1200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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935.

1385C

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Quality: 28,922 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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936.

1738B

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Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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937.

1729D

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Quality: 30,756 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

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938.

1720C

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Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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939.

1713C

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Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

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940.

1704C

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Quality: 24,798 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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941.

1541B

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Quality: 38,483 global accepts · Rating: 1200 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[becaido's solution](#)

942.

466A

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943.

1681C

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Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[becaido's solution](#)

944.

1352C

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

Quality: 69,779 global accepts · Rating: 1200 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[becaido's solution](#)

945.

1352B

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Quality: 44,826 global accepts · Rating: 1200 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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946.

1635C

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Quality: 25,138 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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947.

1272C

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Quality: 30,741 global accepts · Rating: 1200 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

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948.

1272B

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949.

1637C

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950.

1213C

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[becaido's solution](#)

951.

1203B

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952.

1196B

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[becaido's solution](#)

953.

5B

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Quality: 6,764 global accepts · Rating: 1200 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[becaido's solution](#)

954.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,477 global accepts · Rating: 1200 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

955.

1150C

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

Rating: 1200 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[becaido's solution](#)

956.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[becaido's solution](#)

957.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,129 global accepts · Rating: 1200 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

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958.

1133B

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Quality: 14,376 global accepts · Rating: 1200 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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959.

1118B

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Quality: 13,245 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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960.

1102C

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Quality: 14,168 global accepts · Rating: 1200 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: games

[becaido's solution](#)

961.

977C

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Quality: 43,334 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[becaido's solution](#)

962.

1582C

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Quality: 23,656 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[becaido's solution](#)

963.

1594C

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Quality: 28,347 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[becaido's solution](#)

964.

1581B

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Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[becaido's solution](#)

965.

1559C

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966.

1553C

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[becaido's solution](#)

967.

1530C

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Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[becaido's solution](#)

968.

1546B

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Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[becaido's solution](#)

969.

1029A

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[becaido's solution](#)

970.

2200D

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Quality: 11,792 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

971.

2195D

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Quality: 13,669 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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972.

2194C

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Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[becaido's solution](#)

973.

2188C

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Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

974.

2187A

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Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

975.

92B

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Quality: 5,362 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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976.

1005C

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Quality: 13,055 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[becaido's solution](#)

977.

2193E

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Quality: 15,206 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

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978.

2189C1

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979.

2179D

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980.

2172M

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981.

2091E

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982.

1466C

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983.

2072D

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Quality: 17,641 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
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984.

976B

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985.

962B

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986.

962A

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Quality: 13,432 global accepts · Rating: 1300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

987.

1003C

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Quality: 11,525 global accepts · Rating: 1300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
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988.

1003B

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Quality: 12,225 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

989.

630N

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[becaido's solution](#)

990.

630F

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991.

158D

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992.

932B

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993.

755C

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Quality: 15,005 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs,

interactive, trees

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994.

2065C2

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Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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995.

1618D

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996.

2059B

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Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[becaido's solution](#)

997.

41C

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Quality: 4,195 global accepts · Rating: 1300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation

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998.

51A

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999.

946C

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Quality: 9,380 global accepts · Rating: 1300 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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1000.

2044E

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Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

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1001.

2050D

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1002.

915B

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Quality: 8,400 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1003.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

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[becaido's solution](#)

1004.

2037D

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Quality: 14,751 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
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1005.

2041A

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Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[becaido's solution](#)

1006.

893C

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Quality: 28,273 global accepts · Rating: 1300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy
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1007.

2036D

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Quality: 15,990 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
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1008.

44C

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1009.

2033D

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1010.

171B

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1011.

2025C

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1012.

808B

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Quality: 14,878 global accepts · Rating: 1300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
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1013.

147A

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Quality: 4,235 global accepts · Rating: 1300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
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1014.

1650D

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Quality: 14,709 global accepts · Rating: 1300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[becaido's solution](#)

1015.

792B

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Quality: 6,554 global accepts · Rating: 1300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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1016.

1999E

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Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

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1017.

34C

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1018.

1926D

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1019.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,532 global accepts · Rating: 1300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[becaido's solution](#)

1020.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,704 global accepts · Rating: 1300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[becaido's solution](#)

1021.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[becaido's solution](#)

1022.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,055 global accepts · Rating: 1300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[becaido's solution](#)

1023.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,116 global accepts · Rating: 1300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[becaido's solution](#)

1024.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[becaido's solution](#)

1025.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1026.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

1027.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,439 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[becaido's solution](#)

1028.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[becaido's solution](#)

1029.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,174 global accepts · Rating: 1300 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[becaido's solution](#)

1030.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[becaido's solution](#)

1031.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[becaido's solution](#)

1032.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[becaido's solution](#)

1033.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[becaido's solution](#)

1034.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,634 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[becaido's solution](#)

1035.

598B

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

Quality: 12,206 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[becaido's solution](#)

1036.

1927D

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

Quality: 33,183 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[becaido's solution](#)

1037.

1754C1

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

Rating: 1300 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

1038.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[becaido's solution](#)

1039.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[becaido's solution](#)

1040.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[becaido's solution](#)

1041.

1879C

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

Quality: 27,117 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[becaido's solution](#)

1042.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[becaido's solution](#)

1043.

1850F

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

Quality: 24,590 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[becaido's solution](#)

1044.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[becaido's solution](#)

1045.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

1046.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[becaido's solution](#)

1047.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[becaido's solution](#)

1048.

1820C

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

Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1049.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[becaido's solution](#)

1050.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[becaido's solution](#)

1051.

1775B

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

Quality: 20,738 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[becaido's solution](#)

1052.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[becaido's solution](#)

1053.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,166 global accepts · Rating: 1300 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[becaido's solution](#)

1054.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: strings

[becaido's solution](#)

1055.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[becaido's solution](#)

1056.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[becaido's solution](#)

1057.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[becaido's solution](#)

1058.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[becaido's solution](#)

1059.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[becaido's solution](#)

1060.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[becaido's solution](#)

1061.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[becaido's solution](#)

1062.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[becaido's solution](#)

1063.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[becaido's solution](#)

1064.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[becaido's solution](#)

1065.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[becaido's solution](#)

1066.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[becaido's solution](#)

1067.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[becaido's solution](#)

1068.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[becaido's solution](#)

1069.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

1070.

1352D

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

Quality: 29,858 global accepts · Rating: 1300 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[becaido's solution](#)

1071.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[becaido's solution](#)

1072.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[becaido's solution](#)

1073.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[becaido's solution](#)

1074.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[becaido's solution](#)

1075.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,256 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[becaido's solution](#)

1076.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[becaido's solution](#)

1077.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[becaido's solution](#)

1078.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[becaido's solution](#)

1079.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

1080.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,400 global accepts · Rating: 1300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[becaido's solution](#)

1081.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[becaido's solution](#)

1082.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1300 · first AC: 2020-04-19 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[becaido's solution](#)

1083.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[becaido's solution](#)

1084.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[becaido's solution](#)

1085.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[becaido's solution](#)

1086.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[becaido's solution](#)

1087.

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[becaido's solution](#)

1088.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[becaido's solution](#)

1089.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,650 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[becaido's solution](#)

1090.

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

1091.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[becaido's solution](#)

1092.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, greedy
[becaido's solution](#)

1093.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy
[becaido's solution](#)

1094.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[becaido's solution](#)

1095.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,846 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[becaido's solution](#)

1096.

2114E

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

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[becaido's solution](#)

1097.

2114D

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

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[becaido's solution](#)

1098.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation
[becaido's solution](#)

1099.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[becaido's solution](#)

1100.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[becaido's solution](#)

1101.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[becaido's solution](#)

1102.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

1103.

649B

[B0B0a6C€](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

1104.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[becaido's solution](#)

1105.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

1106.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[becaido's solution](#)

1107.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[becaido's solution](#)

1108.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[becaido's solution](#)

1109.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

1110.

1883G1

[Dances \(Easy version\)](#) · [Tutorial](#)

Quality: 19,559 global accepts · Rating: 1400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[becaido's solution](#)

1111.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

1112.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[becaido's solution](#)

1113.

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[becaido's solution](#)

1114.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation

[becaido's solution](#)

1115.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[becaido's solution](#)

1116.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,393 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, implementation

[becaido's solution](#)

1117.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[becaido's solution](#)

1118.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

1119.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[becaido's solution](#)

1120.

1769B2

[As > 0&D > C\\$0C08CR DC 9C' > C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force, math

[becaido's solution](#)

1121.

44E

[Anfisa the Monkey · Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1122.

81A

[Plug-in · Tutorial](#)

Quality: 13,904 global accepts · Rating: 1400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1123.

41B

[Martian Dollar · Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[becaido's solution](#)

1124.

954B

[String Typing · Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

1125.

920C

[Swap Adjacent Elements · Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[becaido's solution](#)

1126.

911C

[Three Garlands · Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[becaido's solution](#)

1127.

888C

[K-Dominant Character · Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[becaido's solution](#)

1128.

2035C

[Alya and Permutation · Tutorial](#)

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[becaido's solution](#)

1129.

386B

[Fly, freebies, fly! · Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[becaido's solution](#)

1130.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,141 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[becaido's solution](#)

1131.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[becaido's solution](#)

1132.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[becaido's solution](#)

1133.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,095 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[becaido's solution](#)

1134.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

1135.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[becaido's solution](#)

1136.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[becaido's solution](#)

1137.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,518 global accepts · Rating: 1400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[becaido's solution](#)

1138.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

1139.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

1140.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[becaido's solution](#)

1141.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[becaido's solution](#)

1142.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[becaido's solution](#)

1143.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[becaido's solution](#)

1144.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, strings
[becaido's solution](#)

1145.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[becaido's solution](#)

1146.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[becaido's solution](#)

1147.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[becaido's solution](#)

1148.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[becaido's solution](#)

1149.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[becaido's solution](#)

1150.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[becaido's solution](#)

1151.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,800 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[becaido's solution](#)

1152.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[becaido's solution](#)

1153.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[becaido's solution](#)

1154.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[becaido's solution](#)

1155.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[becaido's solution](#)

1156.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[becaido's solution](#)

1157.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[becaido's solution](#)

1158.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy

[becaido's solution](#)

1159.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[becaido's solution](#)

1160.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

1161.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, math

[becaido's solution](#)

1162.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,510 global accepts · Rating: 1400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

1163.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[becaido's solution](#)

1164.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[becaido's solution](#)

1165.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1166.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

1167.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[becaido's solution](#)

1168.

1931E

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

Quality: 25,737 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[becaido's solution](#)

1169.

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[becaido's solution](#)

1170.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[becaido's solution](#)

1171.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[becaido's solution](#)

1172.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[becaido's solution](#)

1173.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[becaido's solution](#)

1174.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)

1175.

1894C

[Anonymous Informant](#) · [Tutorial](#)

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

[becaido's solution](#)

1176.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[becaido's solution](#)

1177.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[becaido's solution](#)

1178.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[becaido's solution](#)

1179.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[becaido's solution](#)

1180.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,325 global accepts · Rating: 1400 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[becaido's solution](#)

1181.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,321 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[becaido's solution](#)

1182.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[becaido's solution](#)

1183.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1184.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

1185.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[becaido's solution](#)

1186.

1800E1

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

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[becaido's solution](#)

1187.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1188.

1771B

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

Quality: 21,336 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[becaido's solution](#)

1189.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[becaido's solution](#)

1190.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[becaido's solution](#)

1191.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[becaido's solution](#)

1192.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[becaido's solution](#)

1193.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[becaido's solution](#)

1194.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[becaido's solution](#)

1195.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[becaido's solution](#)

1196.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[becaido's solution](#)

1197.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[becaido's solution](#)

1198.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[becaido's solution](#)

1199.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[becaido's solution](#)

1200.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[becaido's solution](#)

1201.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,596 global accepts · Rating: 1400 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[becaido's solution](#)**1202.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[becaido's solution](#)**1203.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[becaido's solution](#)**1204.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[becaido's solution](#)**1205.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[becaido's solution](#)**1206.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[becaido's solution](#)**1207.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[becaido's solution](#)**1208.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[becaido's solution](#)**1209.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[becaido's solution](#)**1210.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[becaido's solution](#)

1211.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[becaido's solution](#)

1212.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[becaido's solution](#)

1213.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1214.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[becaido's solution](#)

1215.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[becaido's solution](#)

1216.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1217.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1218.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[becaido's solution](#)

1219.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,528 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[becaido's solution](#)

1220.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[becaido's solution](#)

1221.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[becaido's solution](#)

1222.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[becaido's solution](#)

1223.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[becaido's solution](#)

1224.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[becaido's solution](#)

1225.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[becaido's solution](#)

1226.

2218F

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

Quality: 7,286 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[becaido's solution](#)

1227.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,738 global accepts · Rating: 1500 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[becaido's solution](#)

1228.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[becaido's solution](#)

1229.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,072 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[becaido's solution](#)

1230.

2205C

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

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1231.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,039 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[becaido's solution](#)

1232.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[becaido's solution](#)

1233.

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp
[becaido's solution](#)

1234.

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[becaido's solution](#)

1235.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[becaido's solution](#)

1236.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

1237.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,225 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
[becaido's solution](#)

1238.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[becaido's solution](#)

1239.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[becaido's solution](#)

1240.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[becaido's solution](#)

1241.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, trees
[becaido's solution](#)

1242.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 1500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers
[becaido's solution](#)

1243.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers
[becaido's solution](#)

1244.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[becaido's solution](#)

1245.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[becaido's solution](#)

1246.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[becaido's solution](#)

1247.

649C

[A5D10D\\$! D4AC^>C\\$8C•](#)

Quality: 558 global accepts · Rating: 1500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[becaido's solution](#)

1248.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[becaido's solution](#)

1249.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 1500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[becaido's solution](#)

1250.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[becaido's solution](#)

1251.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[becaido's solution](#)

1252.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[becaido's solution](#)

1253.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[becaido's solution](#)

1254.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[becaido's solution](#)

1255.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[becaido's solution](#)

1256.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[becaido's solution](#)

1257.

2060E

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

Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[becaido's solution](#)

1258.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[becaido's solution](#)

1259.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[becaido's solution](#)

1260.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math
[becaido's solution](#)

1261.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,506 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[becaido's solution](#)

1262.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, math
[becaido's solution](#)

1263.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[becaido's solution](#)

1264.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[becaido's solution](#)

1265.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[becaido's solution](#)

1266.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

1267.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[becaido's solution](#)

1268.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

1269.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation

[becaido's solution](#)

1270.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[becaido's solution](#)

1271.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[becaido's solution](#)

1272.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

1273.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[becaido's solution](#)

1274.

1490F

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

Quality: 18,383 global accepts · Rating: 1500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[becaido's solution](#)

1275.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[becaido's solution](#)

1276.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

1277.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[becaido's solution](#)

1278.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: strings

[becaido's solution](#)

1279.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[becaido's solution](#)

1280.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[becaido's solution](#)

1281.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[becaido's solution](#)

1282.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[becaido's solution](#)

1283.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[becaido's solution](#)

1284.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,963 global accepts · Rating: 1500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[becaido's solution](#)

1285.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[becaido's solution](#)

1286.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,845 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1287.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

1288.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 1500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[becaido's solution](#)

1289.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[becaido's solution](#)

1290.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,530 global accepts · Rating: 1500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[becaido's solution](#)

1291.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

1292.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

1293.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[becaido's solution](#)

1294.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[becaido's solution](#)

1295.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[becaido's solution](#)

1296.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[becaido's solution](#)

1297.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,620 global accepts · Rating: 1500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[becaido's solution](#)

1298.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[becaido's solution](#)

1299.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[becaido's solution](#)

1300.

1754C2

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

Rating: 1500 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[becaido's solution](#)

1301.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1302.

1891C

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

Quality: 20,359 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

[becaido's solution](#)

1303.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[becaido's solution](#)

1304.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[becaido's solution](#)

1305.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[becaido's solution](#)

1306.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[becaido's solution](#)

1307.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[becaido's solution](#)

1308.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[becaido's solution](#)

1309.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[becaido's solution](#)

1310.

1800E2

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

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[becaido's solution](#)

1311.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[becaido's solution](#)

1312.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[becaido's solution](#)

1313.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,759 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy,

math, two pointers

[becaido's solution](#)

1314.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[becaido's solution](#)

1315.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[becaido's solution](#)

1316.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, strings

[becaido's solution](#)

1317.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[becaido's solution](#)

1318.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[becaido's solution](#)

1319.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[becaido's solution](#)

1320.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[becaido's solution](#)

1321.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[becaido's solution](#)

1322.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[becaido's solution](#)

1323.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers

[becaido's solution](#)

1324.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[becaido's solution](#)

1325.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[becaido's solution](#)

1326.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,540 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[becaido's solution](#)

1327.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[becaido's solution](#)

1328.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[becaido's solution](#)

1329.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[becaido's solution](#)

1330.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[becaido's solution](#)

1331.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[becaido's solution](#)

1332.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[becaido's solution](#)

1333.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[becaido's solution](#)

1334.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[becaido's solution](#)

1335.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[becaido's solution](#)

1336.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[becaido's solution](#)

1337.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[becaido's solution](#)

1338.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[becaido's solution](#)

1339.

1352F

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

Quality: 19,403 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[becaido's solution](#)

1340.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[becaido's solution](#)

1341.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[becaido's solution](#)

1342.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[becaido's solution](#)

1343.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[becaido's solution](#)

1344.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[becaido's solution](#)

1345.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

1346.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1347.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[becaido's solution](#)

1348.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[becaido's solution](#)

1349.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[becaido's solution](#)

1350.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[becaido's solution](#)

1351.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[becaido's solution](#)

1352.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

1353.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[becaido's solution](#)

1354.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[becaido's solution](#)

1355.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[becaido's solution](#)

1356.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

1357.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[becaido's solution](#)

1358.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[becaido's solution](#)

1359.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1360.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[becaido's solution](#)

1361.

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1362.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[becaido's solution](#)

1363.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[becaido's solution](#)

1364.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1365.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1366.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1367.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

1368.

207A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 1600 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[becaido's solution](#)

1369.

207D7

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 1600 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1370.

207D5

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 1600 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1371.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, implementation

[becaido's solution](#)

1372.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[becaido's solution](#)

1373.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[becaido's solution](#)

1374.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[becaido's solution](#)

1375.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math,

trees

[becaido's solution](#)

1376.

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1600 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[becaido's solution](#)

1377.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[becaido's solution](#)

1378.

2094F

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

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

1379.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[becaido's solution](#)

1380.

649D

[AD50D@C 3CÄ5CÔBC FC,,O C60CÄOD\\$8](#)

Quality: 434 global accepts · Rating: 1600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[becaido's solution](#)

1381.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[becaido's solution](#)

1382.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing

[becaido's solution](#)

1383.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

1384.

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

1385.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

1386.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[becaido's solution](#)

1387.

1843E

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

Quality: 17,808 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[becaido's solution](#)

1388.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[becaido's solution](#)

1389.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math
[becaido's solution](#)

1390.

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[becaido's solution](#)

1391.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[becaido's solution](#)

1392.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[becaido's solution](#)

1393.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

1394.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[becaido's solution](#)

1395.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[becaido's solution](#)

1396.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[becaido's solution](#)

1397.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[becaido's solution](#)

1398.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[becaido's solution](#)

1399.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[becaido's solution](#)

1400.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-21 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[becaido's solution](#)

1401.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

1402.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[becaido's solution](#)

1403.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[becaido's solution](#)

1404.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: math
[becaido's solution](#)

1405.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,373 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers
[becaido's solution](#)

1406.

108D

[Basketball Team](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[becaido's solution](#)

1407.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

1408.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[becaido's solution](#)

1409.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

1410.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[becaido's solution](#)

1411.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

1412.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, implementation, number theory

[becaido's solution](#)

1413.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[becaido's solution](#)

1414.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

1415.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

1416.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

1417.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1418.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, math

[becaido's solution](#)

1419.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms

[becaido's solution](#)

1420.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1421.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[becaido's solution](#)

1422.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[becaido's solution](#)

1423.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[becaido's solution](#)

1424.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[becaido's solution](#)

1425.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

1426.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[becaido's solution](#)

1427.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1428.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1429.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[becaido's solution](#)

1430.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[becaido's solution](#)

1431.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[becaido's solution](#)

1432.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

1433.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[becaido's solution](#)

1434.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1435.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[becaido's solution](#)

1436.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[becaido's solution](#)

1437.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[becaido's solution](#)

1438.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[becaido's solution](#)

1439.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[becaido's solution](#)

1440.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[becaido's solution](#)

1441.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[becaido's solution](#)

1442.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[becaido's solution](#)

1443.

1754D

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

Rating: 1600 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[becaido's solution](#)

1444.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[becaido's solution](#)

1445.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[becaido's solution](#)

1446.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

1447.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[becaido's solution](#)

1448.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,132 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[becaido's solution](#)

1449.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[becaido's solution](#)

1450.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[becaido's solution](#)

1451.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[becaido's solution](#)

1452.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[becaido's solution](#)

1453.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)

1454.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[becaido's solution](#)

1455.

1795D

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

Quality: 13,075 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

1456.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[becaido's solution](#)

1457.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[becaido's solution](#)

1458.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[becaido's solution](#)

1459.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[becaido's solution](#)

1460.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[becaido's solution](#)

1461.

1555D

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

Quality: 15,470 global accepts · Rating: 1600 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[becaido's solution](#)

1462.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[becaido's solution](#)

1463.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[becaido's solution](#)

1464.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[becaido's solution](#)

1465.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[becaido's solution](#)

1466.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,318 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

1467.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[becaido's solution](#)

1468.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[becaido's solution](#)

1469.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[becaido's solution](#)

1470.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[becaido's solution](#)

1471.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[becaido's solution](#)

1472.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[becaido's solution](#)

1473.

1519D

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

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[becaido's solution](#)

1474.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[becaido's solution](#)

1475.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[becaido's solution](#)

1476.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[becaido's solution](#)

1477.

1352G

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

Quality: 24,804 global accepts · Rating: 1600 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

1478.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[becaido's solution](#)

1479.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[becaido's solution](#)

1480.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1600 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[becaido's solution](#)

1481.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1600 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[becaido's solution](#)

1482.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

1483.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[becaido's solution](#)

1484.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[becaido's solution](#)

1485.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[becaido's solution](#)

1486.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[becaido's solution](#)

1487.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[becaido's solution](#)

1488.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[becaido's solution](#)

1489.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[becaido's solution](#)

1490.

1165D

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

Quality: 19,723 global accepts · Rating: 1600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[becaido's solution](#)

1491.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[becaido's solution](#)

1492.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

1493.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[becaido's solution](#)

1494.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[becaido's solution](#)

1495.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy
[becaido's solution](#)

1496.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[becaido's solution](#)

1497.

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory
[becaido's solution](#)

1498.

207B3

[Military Trainings](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 1700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

1499.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[becaido's solution](#)

1500.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[becaido's solution](#)

1501.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[becaido's solution](#)

1502.

2094G

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

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[becaido's solution](#)

1503.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation, trees

[becaido's solution](#)

1504.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[becaido's solution](#)

1505.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,448 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[becaido's solution](#)

1506.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

1507.

51B

[bHTML Tables Analisis](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 1700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing

[becaido's solution](#)

1508.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[becaido's solution](#)

1509.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

1510.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[becaido's solution](#)

1511.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[becaido's solution](#)

1512.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[becaido's solution](#)

1513.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[becaido's solution](#)

1514.

2065G

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

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[becaido's solution](#)

1515.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[becaido's solution](#)

1516.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

1517.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

1518.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[becaido's solution](#)

1519.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[becaido's solution](#)

1520.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1521.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

1522.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1523.

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[becaido's solution](#)

1524.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[becaido's solution](#)

1525.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[becaido's solution](#)

1526.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[becaido's solution](#)

1527.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[becaido's solution](#)

1528.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,600 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[becaido's solution](#)

1529.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[becaido's solution](#)

1530.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)

1531.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[becaido's solution](#)

1532.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, math

[becaido's solution](#)

1533.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[becaido's solution](#)

1534.

171H

[A polyline](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[becaido's solution](#)

1535.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[becaido's solution](#)

1536.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[becaido's solution](#)

1537.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

1538.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[becaido's solution](#)

1539.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[becaido's solution](#)

1540.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[becaido's solution](#)

1541.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
[becaido's solution](#)

1542.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[becaido's solution](#)

1543.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[becaido's solution](#)

1544.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[becaido's solution](#)

1545.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,489 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
[becaido's solution](#)

1546.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[becaido's solution](#)

1547.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[becaido's solution](#)

1548.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
[becaido's solution](#)

1549.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[becaido's solution](#)

1550.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math
[becaido's solution](#)

1551.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[becaido's solution](#)

1552.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[becaido's solution](#)

1553.

632C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[becaido's solution](#)

1554.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

1555.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,572 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[becaido's solution](#)

1556.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[becaido's solution](#)

1557.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,083 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

1558.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[becaido's solution](#)

1559.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

1560.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

1561.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[becaido's solution](#)

1562.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[becaido's solution](#)

1563.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[becaido's solution](#)

1564.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[becaido's solution](#)

1565.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[becaido's solution](#)

1566.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[becaido's solution](#)

1567.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[becaido's solution](#)

1568.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1569.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[becaido's solution](#)

1570.

977F

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

Quality: 25,132 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1571.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[becaido's solution](#)

1572.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: games

[becaido's solution](#)

1573.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[becaido's solution](#)

1574.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[becaido's solution](#)

1575.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[becaido's solution](#)

1576.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[becaido's solution](#)

1577.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[becaido's solution](#)

1578.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[becaido's solution](#)

1579.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

1580.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[becaido's solution](#)

1581.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[becaido's solution](#)

1582.

1894D

[Neutral Tonicity](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[becaido's solution](#)

1583.

1893B

[Neutral Tonicity](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[becaido's solution](#)

1584.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,494 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[becaido's solution](#)

1585.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[becaido's solution](#)

1586.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

1587.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[becaido's solution](#)

1588.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[becaido's solution](#)

1589.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[becaido's solution](#)

1590.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[becaido's solution](#)

1591.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation
[becaido's solution](#)

1592.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[becaido's solution](#)

1593.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[becaido's solution](#)

1594.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[becaido's solution](#)

1595.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[becaido's solution](#)

1596.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[becaido's solution](#)

1597.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[becaido's solution](#)

1598.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[becaido's solution](#)

1599.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,501 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[becaido's solution](#)

1600.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[becaido's solution](#)

1601.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: strings

[becaido's solution](#)

1602.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[becaido's solution](#)

1603.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
[becaido's solution](#)

1604.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math
[becaido's solution](#)

1605.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[becaido's solution](#)

1606.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, number theory
[becaido's solution](#)

1607.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[becaido's solution](#)

1608.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities
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1609.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[becaido's solution](#)

1610.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
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1611.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[becaido's solution](#)

1612.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,165 global accepts · Rating: 1700 · first AC: 2022-06-19 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[becaido's solution](#)**1613.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · last AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[becaido's solution](#)**1614.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[becaido's solution](#)**1615.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[becaido's solution](#)**1616.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[becaido's solution](#)**1617.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[becaido's solution](#)**1618.**

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[becaido's solution](#)**1619.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[becaido's solution](#)**1620.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[becaido's solution](#)**1621.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[becaido's solution](#)

1622.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths
[becaido's solution](#)

1623.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[becaido's solution](#)

1624.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[becaido's solution](#)

1625.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math
[becaido's solution](#)

1626.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[becaido's solution](#)

1627.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings
[becaido's solution](#)

1628.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[becaido's solution](#)

1629.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[becaido's solution](#)

1630.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[becaido's solution](#)

1631.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

1632.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[becaido's solution](#)

1633.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[becaido's solution](#)

1634.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,624 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[becaido's solution](#)

1635.

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, probabilities

[becaido's solution](#)

1636.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[becaido's solution](#)

1637.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

1638.

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[becaido's solution](#)

1639.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[becaido's solution](#)

1640.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[becaido's solution](#)

1641.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[becaido's solution](#)

1642.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1643.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1644.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,309 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[becaido's solution](#)

1645.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[becaido's solution](#)

1646.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[becaido's solution](#)

1647.

207A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[becaido's solution](#)

1648.

207D9

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 1800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1649.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[becaido's solution](#)

1650.

207D1

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 1800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1651.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1652.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[becaido's solution](#)

1653.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[becaido's solution](#)

1654.

2139E1

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

Rating: 1800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[becaido's solution](#)

1655.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[becaido's solution](#)

1656.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[becaido's solution](#)

1657.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[becaido's solution](#)

1658.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy
[becaido's solution](#)

1659.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, trees
[becaido's solution](#)

1660.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[becaido's solution](#)

1661.

177F1

[Script Generation](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

1662.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[becaido's solution](#)

1663.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy

[becaido's solution](#)

1664.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[becaido's solution](#)

1665.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[becaido's solution](#)

1666.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[becaido's solution](#)

1667.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[becaido's solution](#)

1668.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[becaido's solution](#)

1669.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[becaido's solution](#)

1670.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[becaido's solution](#)

1671.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[becaido's solution](#)

1672.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

1673.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[becaido's solution](#)

1674.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

1675.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1676.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[becaido's solution](#)

1677.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, number theory

[becaido's solution](#)

1678.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[becaido's solution](#)

1679.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer

[becaido's solution](#)

1680.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[becaido's solution](#)

1681.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[becaido's solution](#)

1682.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[becaido's solution](#)

1683.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[becaido's solution](#)

1684.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

1685.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[becaido's solution](#)

1686.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[becaido's solution](#)

1687.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[becaido's solution](#)

1688.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[becaido's solution](#)

1689.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[becaido's solution](#)

1690.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[becaido's solution](#)

1691.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[becaido's solution](#)

1692.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[becaido's solution](#)

1693.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[becaido's solution](#)

1694.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,942 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, implementation

[becaido's solution](#)

1695.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[becaido's solution](#)

1696.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1697.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[becaido's solution](#)

1698.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[becaido's solution](#)

1699.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[becaido's solution](#)

1700.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[becaido's solution](#)

1701.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1702.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[becaido's solution](#)

1703.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[becaido's solution](#)

1704.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[becaido's solution](#)

1705.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[becaido's solution](#)

1706.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

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1707.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings, two pointers

[becaido's solution](#)

1708.

1154E

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Quality: 6,950 global accepts · Rating: 1800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

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1709.

1133E

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Quality: 6,444 global accepts · Rating: 1800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, two pointers

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1710.

1549D

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

Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

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1711.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

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1712.

1173C

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Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation

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1713.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: math

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1714.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1715.

1572A

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Quality: 10,433 global accepts · Rating: 1800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

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1716.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[becaido's solution](#)

1717.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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1718.

3C

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Quality: 8,280 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation

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1719.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[becaido's solution](#)

1720.

1077E

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Quality: 5,094 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1721.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[becaido's solution](#)

1722.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1723.

600C

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Quality: 7,082 global accepts · Rating: 1800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[becaido's solution](#)

1724.

1955F

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Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[becaido's solution](#)

1725.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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1726.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

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1727.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
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1728.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[becaido's solution](#)

1729.

1719D1

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

Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[becaido's solution](#)

1730.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[becaido's solution](#)

1731.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
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1732.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

1733.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[becaido's solution](#)

1734.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[becaido's solution](#)

1735.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[becaido's solution](#)

1736.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[becaido's solution](#)

1737.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[becaido's solution](#)

1738.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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1739.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[becaido's solution](#)

1740.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[becaido's solution](#)

1741.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[becaido's solution](#)

1742.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[becaido's solution](#)

1743.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[becaido's solution](#)

1744.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[becaido's solution](#)

1745.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[becaido's solution](#)

1746.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[becaido's solution](#)

1747.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[becaido's solution](#)

1748.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[becaido's solution](#)

1749.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

1750.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[becaido's solution](#)

1751.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, strings

[becaido's solution](#)

1752.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[becaido's solution](#)

1753.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[becaido's solution](#)

1754.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[becaido's solution](#)

1755.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

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1756.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[becaido's solution](#)

1757.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[becaido's solution](#)

1758.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[becaido's solution](#)

1759.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[becaido's solution](#)

1760.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,367 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[becaido's solution](#)

1761.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

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1762.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, implementation

[becaido's solution](#)

1763.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[becaido's solution](#)

1764.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

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1765.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,577 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[becaido's solution](#)

1766.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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1767.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[becaido's solution](#)

1768.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[becaido's solution](#)

1769.

1443D

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

Rating: 1800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[becaido's solution](#)

1770.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[becaido's solution](#)

1771.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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1772.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

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1773.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1774.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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1775.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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1776.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

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1777.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[becaido's solution](#)

1778.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[becaido's solution](#)

1779.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[becaido's solution](#)

1780.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[becaido's solution](#)

1781.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[becaido's solution](#)

1782.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[becaido's solution](#)

1783.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[becaido's solution](#)

1784.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[becaido's solution](#)

1785.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[becaido's solution](#)

1786.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[becaido's solution](#)

1787.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[becaido's solution](#)

1788.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[becaido's solution](#)

1789.

1029D

[Concatenated Multiples · Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[becaido's solution](#)

1790.

1015E2

[Stars Drawing \(Hard Edition\) · Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[becaido's solution](#)

1791.

2200F

[Mooclear Reactor 2 · Tutorial](#)

Quality: 2,892 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[becaido's solution](#)

1792.

207B2

[Military Trainings · Tutorial](#)

Quality: 238 global accepts · Rating: 1900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1793.

2189D1

[Little String \(Easy Version\) · Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[becaido's solution](#)

1794.

178E1

[The Beaver's Problem - 2 · Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1795.

178D2

[Magic Squares · Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1796.

178C2

[Smart Beaver and Resolving Collisions · Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1797.

2191D2

[Sub-RBS \(Hard Version\) · Tutorial](#)

Rating: 1900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[becaido's solution](#)

1798.

2190B2

[Sub-RBS \(Hard Version\) · Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation,

strings

[becaido's solution](#)

1799.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[becaido's solution](#)

1800.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[becaido's solution](#)

1801.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[becaido's solution](#)

1802.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[becaido's solution](#)

1803.

2148G

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1804.

2139D

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1805.

2138B

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1806.

1992F

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1807.

2106F

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1808.

2094H

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number theory

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1809.

2093G

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1810.

177E2

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Quality: 502 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[becaido's solution](#)

1811.

648D

[B → 00D : C, 8 CÄ8D : C€](#)

Quality: 352 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[becaido's solution](#)

1812.

1887A2

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Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[becaido's solution](#)

1813.

1888D2

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

Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

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1814.

1883G2

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

Quality: 6,742 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[becaido's solution](#)

1815.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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1816.

1119E

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1817.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

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1818.

158E

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1819.

630E

[A rectangle](#) · [Tutorial](#)

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[becaido's solution](#)

1820.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[becaido's solution](#)

1821.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[becaido's solution](#)

1822.

41D

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Quality: 2,897 global accepts · Rating: 1900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1823.

41E

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[becaido's solution](#)

1824.

22D

[Segments](#) · [Tutorial](#)

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[becaido's solution](#)

1825.

16D

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[becaido's solution](#)

1826.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[becaido's solution](#)

1827.

2052E

[Expression Correction](#) · [Tutorial](#)

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[becaido's solution](#)

1828.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[becaido's solution](#)

1829.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[becaido's solution](#)

1830.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, probabilities

[becaido's solution](#)

1831.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

1832.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[becaido's solution](#)

1833.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,383 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[becaido's solution](#)

1834.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[becaido's solution](#)

1835.

577B

[Modulo Sum](#) · [Tutorial](#)

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[becaido's solution](#)

1836.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[becaido's solution](#)

1837.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[becaido's solution](#)

1838.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[becaido's solution](#)

1839.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[becaido's solution](#)

1840.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers
[becaido's solution](#)

1841.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings
[becaido's solution](#)

1842.

808D

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Quality: 8,103 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation
[becaido's solution](#)

1843.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[becaido's solution](#)

1844.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[becaido's solution](#)

1845.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing
[becaido's solution](#)

1846.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[becaido's solution](#)

1847.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[becaido's solution](#)

1848.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math, number theory
[becaido's solution](#)

1849.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[becaido's solution](#)

1850.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[becaido's solution](#)

1851.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[becaido's solution](#)

1852.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[becaido's solution](#)

1853.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, trees

[becaido's solution](#)

1854.

999D

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Quality: 4,897 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[becaido's solution](#)

1855.

38D

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Quality: 1,075 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

1856.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[becaido's solution](#)

1857.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[becaido's solution](#)

1858.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

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1859.

1926G

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Quality: 4,538 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

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1860.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

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1861.

1791G2

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1862.

691E

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Quality: 3,090 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[becaido's solution](#)

1863.

660D

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1864.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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1865.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

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1866.

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

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1867.

1157D

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Quality: 3,993 global accepts · Rating: 1900 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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1868.

1144E

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Quality: 4,427 global accepts · Rating: 1900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory, strings

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1869.

1141G

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Quality: 2,546 global accepts · Rating: 1900 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

constructive algorithms, dfs and similar, graphs, greedy, trees

[becaido's solution](#)

1870.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[becaido's solution](#)

1871.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

1872.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

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1873.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[becaido's solution](#)

1874.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

1875.

1173D

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Rating: 1900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[becaido's solution](#)

1876.

950E

[Data Center Maintenance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs

[becaido's solution](#)

1877.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

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1878.

5C

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Quality: 18,070 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[becaido's solution](#)

1879.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

1880.

1095F

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

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy
[becaido's solution](#)

1881.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

1882.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[becaido's solution](#)

1883.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
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1884.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[becaido's solution](#)

1885.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
[becaido's solution](#)

1886.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
[becaido's solution](#)

1887.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,636 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
[becaido's solution](#)

1888.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
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1889.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
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1890.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[becaido's solution](#)

1891.

1719D2

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

Rating: 1900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math

[becaido's solution](#)

1892.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[becaido's solution](#)

1893.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

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1894.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

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1895.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

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1896.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[becaido's solution](#)

1897.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[becaido's solution](#)

1898.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[becaido's solution](#)

1899.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[becaido's solution](#)

1900.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[becaido's solution](#)

1901.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[becaido's solution](#)

1902.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[becaido's solution](#)

1903.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[becaido's solution](#)

1904.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[becaido's solution](#)

1905.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[becaido's solution](#)

1906.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[becaido's solution](#)

1907.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[becaido's solution](#)

1908.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[becaido's solution](#)

1909.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and

similar, dp, math, probabilities, trees

[becaido's solution](#)

1910.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[becaido's solution](#)

1911.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[becaido's solution](#)

1912.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,890 global accepts · Rating: 1900 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[becaido's solution](#)

1913.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1900 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[becaido's solution](#)

1914.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-15 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

1915.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[becaido's solution](#)

1916.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

1917.

1547F

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

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[becaido's solution](#)

1918.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[becaido's solution](#)

1919.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[becaido's solution](#)

1920.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[becaido's solution](#)

1921.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[becaido's solution](#)

1922.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[becaido's solution](#)

1923.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[becaido's solution](#)

1924.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[becaido's solution](#)

1925.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[becaido's solution](#)

1926.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[becaido's solution](#)

1927.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[becaido's solution](#)

1928.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[becaido's solution](#)

1929.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

math, sortings, two pointers

[becaido's solution](#)

1930.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[becaido's solution](#)

1931.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[becaido's solution](#)

1932.

1649E

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

Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[becaido's solution](#)

1933.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[becaido's solution](#)

1934.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[becaido's solution](#)

1935.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[becaido's solution](#)

1936.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[becaido's solution](#)

1937.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[becaido's solution](#)

1938.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[becaido's solution](#)

1939.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[becaido's solution](#)

1940.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1941.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1942.

207A3

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[becaido's solution](#)

1943.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[becaido's solution](#)

1944.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[becaido's solution](#)

1945.

207D3

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1946.

207D2

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

1947.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[becaido's solution](#)

1948.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[becaido's solution](#)

1949.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[becaido's solution](#)

1950.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[becaido's solution](#)

1951.

2139E2

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

Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[becaido's solution](#)

1952.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[becaido's solution](#)

1953.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

1954.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[becaido's solution](#)

1955.

2074F

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

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[becaido's solution](#)

1956.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[becaido's solution](#)

1957.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[becaido's solution](#)

1958.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[becaido's solution](#)

1959.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

1960.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[becaido's solution](#)**1961.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)**1962.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[becaido's solution](#)**1963.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)**1964.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[becaido's solution](#)**1965.**

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)**1966.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[becaido's solution](#)**1967.**

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[becaido's solution](#)**1968.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[becaido's solution](#)**1969.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[becaido's solution](#)

1970.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[becaido's solution](#)

1971.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[becaido's solution](#)

1972.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[becaido's solution](#)

1973.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[becaido's solution](#)

1974.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[becaido's solution](#)

1975.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[becaido's solution](#)

1976.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[becaido's solution](#)

1977.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory
[becaido's solution](#)

1978.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[becaido's solution](#)

1979.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[becaido's solution](#)

1980.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[becaido's solution](#)

1981.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[becaido's solution](#)

1982.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[becaido's solution](#)

1983.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[becaido's solution](#)

1984.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

1985.

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[becaido's solution](#)

1986.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[becaido's solution](#)

1987.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[becaido's solution](#)

1988.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

1989.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[becaido's solution](#)

1990.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[becaido's solution](#)

1991.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[becaido's solution](#)

1992.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[becaido's solution](#)

1993.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[becaido's solution](#)

1994.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[becaido's solution](#)

1995.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[becaido's solution](#)

1996.

1624E

[Masha-forgetful](#) · [Tutorial](#)

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1997.

792C

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1998.

1941G

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1999.

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

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2000.

999E

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2001.

1974G

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2002.

1385E

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2003.

1988D

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2004.

710E

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Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp
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2005.

1256F

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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings, strings
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2006.

1256E

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Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
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2007.

1234E

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2008.

1183G

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2009.

1157F

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Quality: 2,881 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
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2010.

10C

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Quality: 1,701 global accepts · Rating: 2000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: number theory
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2011.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive
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2012.

1102F

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2013.

1092E

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2014.

1976D

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2015.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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2016.

609D

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2017.

600D

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2018.

896B

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Quality: 2,298 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

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2019.

1951E

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Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

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2020.

1951D

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Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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2021.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

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2022.

1943B

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Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

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2023.

1923E

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2024.

1931G

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2025.

598E

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Quality: 6,084 global accepts · Rating: 2000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

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2026.

1754E

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Rating: 2000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

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2027.

1919H

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1725C

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1905D

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2030.

1719E

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1900D

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2032.

1894E

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

Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

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2033.

1893C

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Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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2034.

1891F

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2035.

730I

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2036.

1622D

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Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[becaido's solution](#)

2037.

47C

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2038.

1830B

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Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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2039.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[becaido's solution](#)

2040.

1831D

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Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

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2041.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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2042.

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[becaido's solution](#)

2043.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[becaido's solution](#)

2044.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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2045.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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2046.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

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2047.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

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2048.

20B

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Quality: 4,805 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math

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2049.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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2050.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

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2051.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp

[becaido's solution](#)

2052.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

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2053.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

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2054.

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

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2055.

1753C

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Quality: 5,282 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

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2056.

1726D

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2057.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

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2058.

1712D

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Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

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2059.

1716C

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Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

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2060.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

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2061.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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2062.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

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2063.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

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2064.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

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2065.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

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2066.

1165F2

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Quality: 2,454 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

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2067.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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2068.

2210D

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Quality: 2,033 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

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2069.

80E

[Beavermuncher-0xFF](#) · [Tutorial](#)

Rating: 2100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2070.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[becaido's solution](#)

2071.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2072.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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2073.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2100 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

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2074.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

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2075.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[becaido's solution](#)

2076.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2077.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[becaido's solution](#)

2078.

207D10

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2079.

207D6

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2080.

207D4

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2081.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

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2082.

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

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2083.

2172K

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Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
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2084.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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2085.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
[becaido's solution](#)

2086.

649E

[A 2D Space CD](#)

Quality: 156 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[becaido's solution](#)

2087.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, math
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2088.

2074G

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2089.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings
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2090.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
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2091.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[becaido's solution](#)

2092.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[becaido's solution](#)

2093.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[becaido's solution](#)

2094.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, probabilities

[becaido's solution](#)

2095.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

2096.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices, sortings

[becaido's solution](#)

2097.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

2098.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[becaido's solution](#)

2099.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[becaido's solution](#)

2100.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[becaido's solution](#)

2101.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[becaido's solution](#)

2102.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[becaido's solution](#)

2103.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[becaido's solution](#)

2104.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[becaido's solution](#)

2105.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[becaido's solution](#)

2106.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[becaido's solution](#)

2107.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[becaido's solution](#)

2108.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[becaido's solution](#)

2109.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[becaido's solution](#)

2110.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[becaido's solution](#)

2111.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[becaido's solution](#)

2112.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[becaido's solution](#)

2113.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[becaido's solution](#)

2114.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[becaido's solution](#)**2115.**

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, strings

[becaido's solution](#)**2116.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[becaido's solution](#)**2117.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[becaido's solution](#)**2118.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs

[becaido's solution](#)**2119.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)**2120.**

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[becaido's solution](#)**2121.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[becaido's solution](#)**2122.**

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)**2123.**

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[becaido's solution](#)**2124.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings
[becaido's solution](#)

2125.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[becaido's solution](#)

2126.

373E

[Watching Fireworks is Fun](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp
[becaido's solution](#)

2127.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[becaido's solution](#)

2128.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy
[becaido's solution](#)

2129.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[becaido's solution](#)

2130.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp
[becaido's solution](#)

2131.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[becaido's solution](#)

2132.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[becaido's solution](#)

2133.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
[becaido's solution](#)

2134.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[becaido's solution](#)

2135.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[becaido's solution](#)

2136.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[becaido's solution](#)

2137.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[becaido's solution](#)

2138.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[becaido's solution](#)

2139.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[becaido's solution](#)

2140.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[becaido's solution](#)

2141.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[becaido's solution](#)

2142.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[becaido's solution](#)

2143.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[becaido's solution](#)

2144.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[becaido's solution](#)

2145.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[becaido's solution](#)

2146.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[becaido's solution](#)

2147.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[becaido's solution](#)

2148.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[becaido's solution](#)

2149.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[becaido's solution](#)

2150.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · last AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[becaido's solution](#)

2151.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,707 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[becaido's solution](#)

2152.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[becaido's solution](#)

2153.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[becaido's solution](#)

2154.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[becaido's solution](#)

2155.

1811G1

[Vlad and the Nice Paths \(easy version\) · Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[becaido's solution](#)

2156.

1810E

[Monsters · Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[becaido's solution](#)

2157.

1808D

[Petya, Petya, Petr, and Palindromes · Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[becaido's solution](#)

2158.

1605D

[Treelabeling · Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[becaido's solution](#)

2159.

372C

[Watching Fireworks is Fun · Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[becaido's solution](#)

2160.

1787E

[The Harmonization of XOR · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[becaido's solution](#)

2161.

1775E

[The Human Equation · Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[becaido's solution](#)

2162.

1560F2

[Nearest Beautiful Number \(hard version\) · Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[becaido's solution](#)

2163.

1555E

[Boring Segments · Tutorial](#)

Quality: 4,529 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers
[becaido's solution](#)

2164.

1748D

[ConstructOR · Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[becaido's solution](#)

2165.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[becaido's solution](#)

2166.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[becaido's solution](#)

2167.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

2168.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[becaido's solution](#)

2169.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[becaido's solution](#)

2170.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

2171.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[becaido's solution](#)

2172.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[becaido's solution](#)

2173.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[becaido's solution](#)

2174.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[becaido's solution](#)

2175.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[becaido's solution](#)**2176.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[becaido's solution](#)**2177.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[becaido's solution](#)**2178.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[becaido's solution](#)**2179.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[becaido's solution](#)**2180.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[becaido's solution](#)**2181.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[becaido's solution](#)**2182.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[becaido's solution](#)**2183.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)**2184.**

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[becaido's solution](#)

2185.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,781 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[becaido's solution](#)

2186.

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2187.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[becaido's solution](#)

2188.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[becaido's solution](#)

2189.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[becaido's solution](#)

2190.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, strings

[becaido's solution](#)

2191.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[becaido's solution](#)

2192.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[becaido's solution](#)

2193.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[becaido's solution](#)

2194.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[becaido's solution](#)

2195.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[becaido's solution](#)

2196.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-02 · last AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[becaido's solution](#)

2197.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

2198.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[becaido's solution](#)

2199.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[becaido's solution](#)

2200.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[becaido's solution](#)

2201.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

2202.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, trees

[becaido's solution](#)

2203.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[becaido's solution](#)

2204.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[becaido's solution](#)

2205.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[becaido's solution](#)

2206.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[becaido's solution](#)

2207.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees

[becaido's solution](#)

2208.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[becaido's solution](#)

2209.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, sortings

[becaido's solution](#)

2210.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[becaido's solution](#)

2211.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[becaido's solution](#)

2212.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

2213.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[becaido's solution](#)

2214.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[becaido's solution](#)

2215.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs
[becaido's solution](#)

2216.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[becaido's solution](#)

2217.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[becaido's solution](#)

2218.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, strings
[becaido's solution](#)

2219.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[becaido's solution](#)

2220.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
[becaido's solution](#)

2221.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[becaido's solution](#)

2222.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[becaido's solution](#)

2223.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[becaido's solution](#)

2224.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[becaido's solution](#)

2225.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: flows

[becaido's solution](#)

2226.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[becaido's solution](#)

2227.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[becaido's solution](#)

2228.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,116 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[becaido's solution](#)

2229.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[becaido's solution](#)

2230.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[becaido's solution](#)

2231.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

2232.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[becaido's solution](#)

2233.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[becaido's solution](#)

2234.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[becaido's solution](#)

2235.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[becaido's solution](#)

2236.

197E

[Paint Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, trees

[becaido's solution](#)

2237.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[becaido's solution](#)

2238.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[becaido's solution](#)

2239.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[becaido's solution](#)

2240.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[becaido's solution](#)

2241.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[becaido's solution](#)

2242.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[becaido's solution](#)

2243.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[becaido's solution](#)

2244.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

2245.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[becaido's solution](#)

2246.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers
[becaido's solution](#)

2247.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[becaido's solution](#)

2248.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[becaido's solution](#)

2249.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[becaido's solution](#)

2250.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[becaido's solution](#)

2251.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs
[becaido's solution](#)

2252.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[becaido's solution](#)

2253.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[becaido's solution](#)

2254.

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
[becaido's solution](#)

2255.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
[becaido's solution](#)

2256.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[becaido's solution](#)

2257.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

2258.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[becaido's solution](#)

2259.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[becaido's solution](#)

2260.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[becaido's solution](#)

2261.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[becaido's solution](#)

2262.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[becaido's solution](#)

2263.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[becaido's solution](#)

2264.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[becaido's solution](#)

2265.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[becaido's solution](#)

2266.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[becaido's solution](#)

2267.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[becaido's solution](#)

2268.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[becaido's solution](#)

2269.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[becaido's solution](#)

2270.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[becaido's solution](#)

2271.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[becaido's solution](#)

2272.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[becaido's solution](#)

2273.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[becaido's solution](#)

2274.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[becaido's solution](#)

2275.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[becaido's solution](#)

2276.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[becaido's solution](#)

2277.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[becaido's solution](#)

2278.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[becaido's solution](#)

2279.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[becaido's solution](#)

2280.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[becaido's solution](#)

2281.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · last AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[becaido's solution](#)

2282.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[becaido's solution](#)

2283.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[becaido's solution](#)

2284.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[becaido's solution](#)

2285.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[becaido's solution](#)

2286.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[becaido's solution](#)

2287.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[becaido's solution](#)

2288.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[becaido's solution](#)

2289.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[becaido's solution](#)

2290.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[becaido's solution](#)

2291.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[becaido's solution](#)

2292.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)

2293.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[becaido's solution](#)

2294.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[becaido's solution](#)

2295.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[becaido's solution](#)

2296.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[becaido's solution](#)

2297.

1695D1

[Tree Queries \(Easy Version\) · Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[becaido's solution](#)

2298.

1704E

[Count Seconds · Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[becaido's solution](#)

2299.

1110D

[Jongmah · Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[becaido's solution](#)

2300.

1110E

[Magic Stones · Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[becaido's solution](#)

2301.

1635E

[Cars · Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[becaido's solution](#)

2302.

1272F

[Two Bracket Sequences · Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[becaido's solution](#)

2303.

1216E2

[Numerical Sequence \(hard version\) · Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[becaido's solution](#)

2304.

1196F

[K-th Path · Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[becaido's solution](#)

2305.

1015F

[Bracket Substring · Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[becaido's solution](#)

2306.

91C

[Ski Base · Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, graphs

[becaido's solution](#)

2307.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,048 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[becaido's solution](#)**2308.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[becaido's solution](#)**2309.**

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[becaido's solution](#)**2310.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[becaido's solution](#)**2311.**

92E

[Ski Base](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[becaido's solution](#)**2312.**

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)**2313.**

2191E

[Comparable Permutations](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, two pointers

[becaido's solution](#)**2314.**

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[becaido's solution](#)**2315.**

207D8

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 2300 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)**2316.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[becaido's solution](#)

2317.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[becaido's solution](#)

2318.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[becaido's solution](#)

2319.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[becaido's solution](#)

2320.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[becaido's solution](#)

2321.

177F2

[Script Generation](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

2322.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[becaido's solution](#)

2323.

648E

[B → C](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[becaido's solution](#)

2324.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

2325.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

2326.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs

[becaido's solution](#)

2327.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[becaido's solution](#)

2328.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[becaido's solution](#)

2329.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[becaido's solution](#)

2330.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[becaido's solution](#)

2331.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

2332.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[becaido's solution](#)

2333.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[becaido's solution](#)

2334.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[becaido's solution](#)

2335.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[becaido's solution](#)

2336.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[becaido's solution](#)

2337.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[becaido's solution](#)

2338.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[becaido's solution](#)

2339.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[becaido's solution](#)

2340.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[becaido's solution](#)

2341.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[becaido's solution](#)

2342.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees
[becaido's solution](#)

2343.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math
[becaido's solution](#)

2344.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees
[becaido's solution](#)

2345.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, ternary search
[becaido's solution](#)

2346.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry
[becaido's solution](#)

2347.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

2348.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: flows

[becaido's solution](#)

2349.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2024-07-29 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

2350.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[becaido's solution](#)

2351.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[becaido's solution](#)

2352.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[becaido's solution](#)

2353.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[becaido's solution](#)

2354.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[becaido's solution](#)

2355.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[becaido's solution](#)

2356.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[becaido's solution](#)

2357.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[becaido's solution](#)

2358.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[becaido's solution](#)

2359.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[becaido's solution](#)

2360.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[becaido's solution](#)

2361.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

2362.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[becaido's solution](#)

2363.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, number theory

[becaido's solution](#)

2364.

1173E1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[becaido's solution](#)

2365.

950F

[Curfew](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

2366.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[becaido's solution](#)

2367.

714E

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, sortings

[becaido's solution](#)

2368.

365E

[Beautiful Set](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[becaido's solution](#)

2369.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[becaido's solution](#)

2370.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[becaido's solution](#)

2371.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[becaido's solution](#)

2372.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[becaido's solution](#)

2373.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[becaido's solution](#)

2374.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[becaido's solution](#)

2375.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[becaido's solution](#)

2376.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[becaido's solution](#)

2377.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[becaido's solution](#)

2378.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[becaido's solution](#)

2379.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[becaido's solution](#)

2380.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[becaido's solution](#)

2381.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[becaido's solution](#)

2382.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[becaido's solution](#)

2383.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[becaido's solution](#)

2384.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
[becaido's solution](#)

2385.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
[becaido's solution](#)

2386.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees
[becaido's solution](#)

2387.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[becaido's solution](#)

2388.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[becaido's solution](#)

2389.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[becaido's solution](#)

2390.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[becaido's solution](#)

2391.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[becaido's solution](#)

2392.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[becaido's solution](#)

2393.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[becaido's solution](#)

2394.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[becaido's solution](#)

2395.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[becaido's solution](#)

2396.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[becaido's solution](#)

2397.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[becaido's solution](#)

2398.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[becaido's solution](#)

2399.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[becaido's solution](#)

2400.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[becaido's solution](#)

2401.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[becaido's solution](#)

2402.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

2403.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[becaido's solution](#)

2404.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[becaido's solution](#)

2405.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[becaido's solution](#)

2406.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[becaido's solution](#)

2407.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[becaido's solution](#)

2408.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[becaido's solution](#)

2409.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[becaido's solution](#)

2410.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[becaido's solution](#)

2411.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[becaido's solution](#)

2412.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[becaido's solution](#)

2413.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[becaido's solution](#)

2414.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[becaido's solution](#)

2415.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[becaido's solution](#)

2416.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[becaido's solution](#)

2417.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[becaido's solution](#)

2418.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[becaido's solution](#)

2419.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[becaido's solution](#)

2420.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[becaido's solution](#)

2421.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[becaido's solution](#)

2422.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[becaido's solution](#)

2423.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[becaido's solution](#)

2424.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[becaido's solution](#)

2425.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: strings

[becaido's solution](#)

2426.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[becaido's solution](#)

2427.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[becaido's solution](#)

2428.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[becaido's solution](#)

2429.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[becaido's solution](#)

2430.

108E

[Arrangement](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

2431.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

2432.

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[becaido's solution](#)

2433.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[becaido's solution](#)

2434.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[becaido's solution](#)

2435.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices

[becaido's solution](#)

2436.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

2437.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[becaido's solution](#)

2438.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[becaido's solution](#)

2439.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[becaido's solution](#)

2440.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[becaido's solution](#)

2441.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[becaido's solution](#)

2442.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[becaido's solution](#)

2443.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[becaido's solution](#)

2444.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

2445.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[becaido's solution](#)

2446.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[becaido's solution](#)

2447.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[becaido's solution](#)

2448.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[becaido's solution](#)

2449.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs
[becaido's solution](#)

2450.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[becaido's solution](#)

2451.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[becaido's solution](#)

2452.

745E

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
[becaido's solution](#)

2453.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[becaido's solution](#)

2454.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[becaido's solution](#)

2455.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers
[becaido's solution](#)

2456.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[becaido's solution](#)

2457.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math
[becaido's solution](#)

2458.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[becaido's solution](#)

2459.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[becaido's solution](#)

2460.

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[becaido's solution](#)

2461.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

2462.

1981D

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

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[becaido's solution](#)

2463.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[becaido's solution](#)

2464.

1944F1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

2465.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[becaido's solution](#)

2466.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[becaido's solution](#)

2467.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[becaido's solution](#)

2468.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[becaido's solution](#)

2469.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

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2470.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings
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2471.

1708E

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Rating: 2400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy
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2472.

1879E

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Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[becaido's solution](#)

2473.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[becaido's solution](#)

2474.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[becaido's solution](#)

2475.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
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2476.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[becaido's solution](#)

2477.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[becaido's solution](#)

2478.

1844E

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Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[becaido's solution](#)

2479.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[becaido's solution](#)

2480.

1831E

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[becaido's solution](#)

2481.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[becaido's solution](#)

2482.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[becaido's solution](#)

2483.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[becaido's solution](#)

2484.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[becaido's solution](#)

2485.

1605E

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Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[becaido's solution](#)

2486.

1582F2

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[becaido's solution](#)

2487.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[becaido's solution](#)

2488.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[becaido's solution](#)

2489.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[becaido's solution](#)

2490.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[becaido's solution](#)

2491.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[becaido's solution](#)

2492.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[becaido's solution](#)

2493.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[becaido's solution](#)

2494.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[becaido's solution](#)

2495.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[becaido's solution](#)

2496.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[becaido's solution](#)

2497.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[becaido's solution](#)

2498.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[becaido's solution](#)

2499.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[becaido's solution](#)

2500.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2400 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[becaido's solution](#)

2501.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[becaido's solution](#)

2502.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[becaido's solution](#)

2503.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[becaido's solution](#)

2504.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[becaido's solution](#)

2505.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[becaido's solution](#)

2506.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[becaido's solution](#)

2507.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[becaido's solution](#)

2508.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[becaido's solution](#)

2509.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[becaido's solution](#)

2510.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[becaido's solution](#)

2511.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,435 global accepts · Rating: 2400 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

2512.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[becaido's solution](#)

2513.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 2400 · first AC: 2022-06-11 · last AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[becaido's solution](#)

2514.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[becaido's solution](#)

2515.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[becaido's solution](#)

2516.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[becaido's solution](#)

2517.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2518.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[becaido's solution](#)

2519.

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[becaido's solution](#)

2520.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[becaido's solution](#)

2521.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[becaido's solution](#)

2522.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[becaido's solution](#)

2523.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[becaido's solution](#)

2524.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[becaido's solution](#)

2525.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[becaido's solution](#)

2526.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[becaido's solution](#)

2527.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[becaido's solution](#)

2528.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[becaido's solution](#)

2529.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[becaido's solution](#)

2530.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[becaido's solution](#)

2531.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[becaido's solution](#)

2532.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[becaido's solution](#)

2533.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[becaido's solution](#)

2534.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[becaido's solution](#)

2535.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

2536.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[becaido's solution](#)

2537.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[becaido's solution](#)

2538.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dsu

[becaido's solution](#)

2539.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[becaido's solution](#)

2540.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[becaido's solution](#)

2541.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

2542.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[becaido's solution](#)

2543.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[becaido's solution](#)

2544.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, matrices

[becaido's solution](#)

2545.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[becaido's solution](#)

2546.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[becaido's solution](#)

2547.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[becaido's solution](#)

2548.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[becaido's solution](#)

2549.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[becaido's solution](#)

2550.

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

2551.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[becaido's solution](#)

2552.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[becaido's solution](#)

2553.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[becaido's solution](#)

2554.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[becaido's solution](#)

2555.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[becaido's solution](#)

2556.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[becaido's solution](#)

2557.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[becaido's solution](#)

2558.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[becaido's solution](#)

2559.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[becaido's solution](#)

2560.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[becaido's solution](#)

2561.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[becaido's solution](#)

2562.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[becaido's solution](#)

2563.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[becaido's solution](#)

2564.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

2565.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[becaido's solution](#)

2566.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[becaido's solution](#)

2567.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[becaido's solution](#)

2568.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[becaido's solution](#)

2569.

1877F

[Lexichromatography](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu

[becaido's solution](#)

2570.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[becaido's solution](#)

2571.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[becaido's solution](#)

2572.

1847F

[The Boss's Identity · Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[becaido's solution](#)

2573.

1842F

[Tenzing and Tree · Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[becaido's solution](#)

2574.

1838E

[Count Supersequences · Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

2575.

1825E

[LuoTianyi and XOR-Tree · Tutorial](#)

Rating: 2500 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu, greedy, trees

[becaido's solution](#)

2576.

1824C

[LuoTianyi and XOR-Tree · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[becaido's solution](#)

2577.

1611G

[Robot and Candies · Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[becaido's solution](#)

2578.

1798F

[Gifts from Grandfather Ahmed · Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[becaido's solution](#)

2579.

1808E2

[Minibuses on Venus \(medium version\) · Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[becaido's solution](#)

2580.

1796E

[Colored Subgraphs · Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[becaido's solution](#)

2581.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[becaido's solution](#)

2582.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[becaido's solution](#)

2583.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[becaido's solution](#)

2584.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[becaido's solution](#)

2585.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[becaido's solution](#)

2586.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[becaido's solution](#)

2587.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[becaido's solution](#)

2588.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[becaido's solution](#)

2589.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[becaido's solution](#)

2590.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-13 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[becaido's solution](#)

2591.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[becaido's solution](#)

2592.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[becaido's solution](#)

2593.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[becaido's solution](#)

2594.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[becaido's solution](#)

2595.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[becaido's solution](#)

2596.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[becaido's solution](#)

2597.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[becaido's solution](#)

2598.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[becaido's solution](#)

2599.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

geometry

[becaido's solution](#)

2600.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu

[becaido's solution](#)

2601.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[becaido's solution](#)

2602.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[becaido's solution](#)

2603.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[becaido's solution](#)

2604.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[becaido's solution](#)

2605.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[becaido's solution](#)

2606.

2188F

[Cool Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[becaido's solution](#)

2607.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[becaido's solution](#)

2608.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[becaido's solution](#)

2609.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[becaido's solution](#)

2610.

2158F1

[Distinct GCDs \(Easy Version\) · Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[becaido's solution](#)

2611.

2158E

[Sink · Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[becaido's solution](#)

2612.

2139F

[Antiamuny and Slider Movement · Tutorial](#)

Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

2613.

2138D

[Antiamuny and Slider Movement · Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[becaido's solution](#)

2614.

955D

[Scissors · Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[becaido's solution](#)

2615.

261D

[Maxim and Increasing Subsequence · Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

2616.

177G2

[Fibonacci Strings · Tutorial](#)

Quality: 244 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: matrices, strings

[becaido's solution](#)

2617.

1544F

[Bingo · Tutorial](#)

Rating: 2600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, probabilities

[becaido's solution](#)

2618.

1515F

[Phoenix and Earthquake · Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[becaido's solution](#)

2619.

755F

[PolandBall and Gifts · Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[becaido's solution](#)

2620.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[becaido's solution](#)

2621.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[becaido's solution](#)

2622.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[becaido's solution](#)

2623.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[becaido's solution](#)

2624.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[becaido's solution](#)

2625.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[becaido's solution](#)

2626.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[becaido's solution](#)

2627.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[becaido's solution](#)

2628.

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

2629.

1173E2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[becaido's solution](#)

2630.

897E

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

2631.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[becaido's solution](#)

2632.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[becaido's solution](#)

2633.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[becaido's solution](#)

2634.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[becaido's solution](#)

2635.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

2636.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[becaido's solution](#)

2637.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[becaido's solution](#)

2638.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[becaido's solution](#)

2639.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[becaido's solution](#)

2640.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[becaido's solution](#)

2641.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[becaido's solution](#)

2642.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[becaido's solution](#)

2643.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[becaido's solution](#)

2644.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[becaido's solution](#)

2645.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

2646.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[becaido's solution](#)

2647.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[becaido's solution](#)

2648.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[becaido's solution](#)

2649.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2023-06-16 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[becaido's solution](#)

2650.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[becaido's solution](#)

2651.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[becaido's solution](#)

2652.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[becaido's solution](#)

2653.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[becaido's solution](#)

2654.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[becaido's solution](#)

2655.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[becaido's solution](#)

2656.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[becaido's solution](#)

2657.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[becaido's solution](#)

2658.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-12-23 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[becaido's solution](#)

2659.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[becaido's solution](#)

2660.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

2661.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[becaido's solution](#)

2662.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[becaido's solution](#)

2663.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[becaido's solution](#)

2664.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[becaido's solution](#)

2665.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[becaido's solution](#)

2666.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[becaido's solution](#)

2667.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[becaido's solution](#)

2668.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[becaido's solution](#)

2669.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[becaido's solution](#)

2670.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[becaido's solution](#)

2671.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, matrices
[becaido's solution](#)

2672.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings
[becaido's solution](#)

2673.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[becaido's solution](#)

2674.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures
[becaido's solution](#)

2675.

44F

[BerPaint](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 2700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs
[becaido's solution](#)

2676.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[becaido's solution](#)

2677.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[becaido's solution](#)

2678.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[becaido's solution](#)

2679.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
[becaido's solution](#)

2680.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees
[becaido's solution](#)

2681.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs
[becaido's solution](#)

2682.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 2700 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[becaido's solution](#)

2683.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[becaido's solution](#)

2684.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
[becaido's solution](#)

2685.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices
[becaido's solution](#)

2686.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[becaido's solution](#)

2687.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[becaido's solution](#)

2688.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[becaido's solution](#)

2689.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2024-06-20 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings
[becaido's solution](#)

2690.

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[becaido's solution](#)

2691.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[becaido's solution](#)

2692.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[becaido's solution](#)

2693.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing
[becaido's solution](#)

2694.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[becaido's solution](#)

2695.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[becaido's solution](#)

2696.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[becaido's solution](#)

2697.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers
[becaido's solution](#)

2698.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
[becaido's solution](#)

2699.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[becaido's solution](#)

2700.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[becaido's solution](#)

2701.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[becaido's solution](#)

2702.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-13 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
[becaido's solution](#)

2703.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
[becaido's solution](#)

2704.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[becaido's solution](#)

2705.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[becaido's solution](#)

2706.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
[becaido's solution](#)

2707.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[becaido's solution](#)

2708.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[becaido's solution](#)

2709.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
[becaido's solution](#)

2710.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[becaido's solution](#)

2711.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[becaido's solution](#)

2712.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[becaido's solution](#)

2713.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[becaido's solution](#)

2714.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[becaido's solution](#)

2715.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[becaido's solution](#)

2716.

907F

[Power Tower](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[becaido's solution](#)

2717.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[becaido's solution](#)

2718.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[becaido's solution](#)

2719.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[becaido's solution](#)

2720.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[becaido's solution](#)

2721.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, geometry, trees

[becaido's solution](#)

2722.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[becaido's solution](#)

2723.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[becaido's solution](#)

2724.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[becaido's solution](#)

2725.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[becaido's solution](#)

2726.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[becaido's solution](#)

2727.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

2728.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[becaido's solution](#)

2729.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[becaido's solution](#)

2730.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

2731.

1573F

[Bridge Club](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[becaido's solution](#)

2732.

1546E

[AquaMoon and Permutations](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[becaido's solution](#)

2733.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[becaido's solution](#)

2734.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[becaido's solution](#)

2735.

1944F2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[becaido's solution](#)

2736.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[becaido's solution](#)

2737.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[becaido's solution](#)

2738.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[becaido's solution](#)

2739.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[becaido's solution](#)

2740.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[becaido's solution](#)

2741.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[becaido's solution](#)

2742.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[becaido's solution](#)

2743.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[becaido's solution](#)

2744.

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[becaido's solution](#)

2745.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[becaido's solution](#)

2746.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[becaido's solution](#)

2747.

1853F

[Miriany and Matchstick](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[becaido's solution](#)

2748.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[becaido's solution](#)

2749.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[becaido's solution](#)

2750.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[becaido's solution](#)

2751.

1831F

[Mex Tree](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[becaido's solution](#)

2752.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[becaido's solution](#)**2753.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[becaido's solution](#)**2754.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[becaido's solution](#)**2755.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[becaido's solution](#)**2756.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[becaido's solution](#)**2757.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[becaido's solution](#)**2758.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[becaido's solution](#)**2759.**

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[becaido's solution](#)**2760.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[becaido's solution](#)**2761.**

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[becaido's solution](#)

2762.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[becaido's solution](#)

2763.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows
[becaido's solution](#)

2764.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[becaido's solution](#)

2765.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[becaido's solution](#)

2766.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[becaido's solution](#)

2767.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2768.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[becaido's solution](#)

2769.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[becaido's solution](#)

2770.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers
[becaido's solution](#)

2771.

1581F

[Subsequence](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, trees
[becaido's solution](#)

2772.

1173F

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 2900 global accepts · Rating: 2900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

2773.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[becaido's solution](#)

2774.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[becaido's solution](#)

2775.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[becaido's solution](#)

2776.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[becaido's solution](#)

2777.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[becaido's solution](#)

2778.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[becaido's solution](#)

2779.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[becaido's solution](#)

2780.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[becaido's solution](#)

2781.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[becaido's solution](#)

2782.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[becaido's solution](#)

2783.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[becaido's solution](#)

2784.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[becaido's solution](#)

2785.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2023-07-09 · last AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[becaido's solution](#)

2786.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[becaido's solution](#)

2787.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-03-08 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[becaido's solution](#)

2788.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[becaido's solution](#)

2789.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[becaido's solution](#)

2790.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

2791.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[becaido's solution](#)

2792.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs

and similar, dp, fft, trees

[becaido's solution](#)

2793.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[becaido's solution](#)

2794.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[becaido's solution](#)

2795.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[becaido's solution](#)

2796.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[becaido's solution](#)

2797.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-24 · last AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[becaido's solution](#)

2798.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[becaido's solution](#)

2799.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-08 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[becaido's solution](#)

2800.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[becaido's solution](#)

2801.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[becaido's solution](#)

2802.

1546F

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math

[becaido's solution](#)

2803.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[becaido's solution](#)

2804.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[becaido's solution](#)

2805.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[becaido's solution](#)

2806.

1708F

[Partial Virtual Trees](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[becaido's solution](#)

2807.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[becaido's solution](#)

2808.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-10-04 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[becaido's solution](#)

2809.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[becaido's solution](#)

2810.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[becaido's solution](#)

2811.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[becaido's solution](#)

2812.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[becaido's solution](#)

2813.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-12-22 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[becaido's solution](#)

2814.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-03-05 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry
[becaido's solution](#)

2815.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees
[becaido's solution](#)

2816.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[becaido's solution](#)

2817.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing
[becaido's solution](#)

2818.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[becaido's solution](#)

2819.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
[becaido's solution](#)

2820.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[becaido's solution](#)

2821.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3100 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[becaido's solution](#)

2822.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2823.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[becaido's solution](#)

2824.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[becaido's solution](#)

2825.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[becaido's solution](#)

2826.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-11-26 · last AC: 2024-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[becaido's solution](#)

2827.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees

[becaido's solution](#)

2828.

792F

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

Quality: 235 global accepts · Rating: 3100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[becaido's solution](#)

2829.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[becaido's solution](#)

2830.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[becaido's solution](#)

2831.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[becaido's solution](#)

2832.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[becaido's solution](#)

2833.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[becaido's solution](#)

2834.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[becaido's solution](#)

2835.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[becaido's solution](#)

2836.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[becaido's solution](#)

2837.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[becaido's solution](#)

2838.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[becaido's solution](#)

2839.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[becaido's solution](#)

2840.

863G

[Graphic Settings](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 3200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

2841.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[becaido's solution](#)

2842.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[becaido's solution](#)

2843.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[becaido's solution](#)

2844.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[becaido's solution](#)

2845.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[becaido's solution](#)

2846.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[becaido's solution](#)

2847.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[becaido's solution](#)

2848.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[becaido's solution](#)

2849.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[becaido's solution](#)

2850.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[becaido's solution](#)

2851.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[becaido's solution](#)

2852.

2041N

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

Quality: 67 global accepts · Rating: 3300 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

2853.

1544G

[What a Reversal](#) · [Tutorial](#)

Rating: 3300 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

2854.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[becaido's solution](#)

2855.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[becaido's solution](#)

2856.

1549F2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Rating: 3300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, number theory

[becaido's solution](#)

2857.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[becaido's solution](#)

2858.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[becaido's solution](#)

2859.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[becaido's solution](#)

2860.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[becaido's solution](#)

2861.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[becaido's solution](#)

2862.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[becaido's solution](#)

2863.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[becaido's solution](#)

2864.

1877G

[Ball-Stackable](#) · [Tutorial](#)

Rating: 3300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[becaido's solution](#)

2865.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[becaido's solution](#)

2866.

949F

[Astronomy](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, probabilities

[becaido's solution](#)

2867.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings

[becaido's solution](#)

2868.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[becaido's solution](#)

2869.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[becaido's solution](#)

2870.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[becaido's solution](#)

2871.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[becaido's solution](#)

2872.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory

[becaido's solution](#)

2873.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

2874.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[becaido's solution](#)

2875.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[becaido's solution](#)

2876.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math

[becaido's solution](#)

2877.

1544H

[Turing's Award](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[becaido's solution](#)

2878.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, math

[becaido's solution](#)

2879.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[becaido's solution](#)

2880.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[becaido's solution](#)

2881.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[becaido's solution](#)

2882.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[becaido's solution](#)

2883.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[becaido's solution](#)

2884.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[becaido's solution](#)

2885.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[becaido's solution](#)

2886.

2188G

[Doors and Keys](#) · [Tutorial](#)

Rating: 3500 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[becaido's solution](#)

2887.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[becaido's solution](#)

2888.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, trees

[becaido's solution](#)

2889.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[becaido's solution](#)

2890.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[becaido's solution](#)

2891.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, meet-in-the-middle

[becaido's solution](#)

2892.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[becaido's solution](#)

2893.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2024-03-07 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[becaido's solution](#)**2894.**

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[becaido's solution](#)**2895.**

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[becaido's solution](#)**2896.**

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[becaido's solution](#)**2897.**

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[becaido's solution](#)**2898.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[becaido's solution](#)**2899.**

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[becaido's solution](#)**2900.**

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs

[becaido's solution](#)**2901.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[becaido's solution](#)**2902.**

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, greedy, trees

[becaido's solution](#)

2903.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[becaido's solution](#)

2904.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[becaido's solution](#)

2905.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures

[becaido's solution](#)

2906.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[becaido's solution](#)

2907.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[becaido's solution](#)

2908.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[becaido's solution](#)

2909.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[becaido's solution](#)

2910.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,331 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[becaido's solution](#)

2911.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[becaido's solution](#)

2912.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,853 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

constructive algorithms, data structures, greedy, implementation, two pointers

[becaido's solution](#)

2913.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,170 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[becaido's solution](#)

2914.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[becaido's solution](#)

2915.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[becaido's solution](#)

2916.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[becaido's solution](#)

2917.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[becaido's solution](#)

2918.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[becaido's solution](#)

2919.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[becaido's solution](#)

2920.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[becaido's solution](#)

2921.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,185 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[becaido's solution](#)

2922.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[becaido's solution](#)

2923.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[becaido's solution](#)

2924.

2222D

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

Quality: 3,191 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[becaido's solution](#)

2925.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[becaido's solution](#)

2926.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,283 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[becaido's solution](#)

2927.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[becaido's solution](#)

2928.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[becaido's solution](#)

2929.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-02 · PHP (first AC) · Tags: *special

[becaido's solution](#)

2930.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-02 · PHP (first AC) · Tags: *special

[becaido's solution](#)

2931.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication

[becaido's solution](#)

2932.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,270 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[becaido's solution](#)

2933.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,820 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks

[becaido's solution](#)

2934.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[becaido's solution](#)

2935.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[becaido's solution](#)

2936.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[becaido's solution](#)

2937.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[becaido's solution](#)

2938.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[becaido's solution](#)

2939.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2940.

104479J

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2941.

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2942.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2943.

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

2944.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2945.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2946.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2947.

101744D

[MaratonIME plays Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2948.

101744F

[MaratonIME attends the lecture \(or not\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2949.

101744J

[MaratonIME goes to the japanese restaurant \(again\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2950.

101744H

[MaratonIME goes to the movies](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2951.

101744I

[MaratonIME goes to a japanese restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2952.

101744C

[MaratonUSP plays Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2953.

101744E

[MaratonIME rides the university bus](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2954.

101744M

[MaratonIME returns home](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2955.

101744K

[MaratonIME goes to the karaoke](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2956.

101744B

[MaratonIME plays Cîrokime](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2957.

101744A

[MaratonIME helps Pablito](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2958.

101744L

[MaratonIME goes karting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2959.

101744G

[MaratonIME goes rowing](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2960.

105847A

[A + B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2961.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2962.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2963.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2964.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2965.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2966.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2967.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2968.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2969.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2970.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2971.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2972.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2973.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2974.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2975.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2976.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2977.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2978.

103446D

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

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2979.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2980.

103446L

[Three,Three,Three](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[becaido's solution](#)

2981.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
[becaido's solution](#)

2982.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[becaido's solution](#)

2983.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math
[becaido's solution](#)

2984.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive
[becaido's solution](#)

2985.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2986.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2987.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2988.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2989.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2990.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2991.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2992.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2993.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2994.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2995.

105394F

[Fair Fruitcake Fragmenting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2996.

104848K

[Efficient Interception](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2997.

106084G

[Gamer Bafuko](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2998.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

2999.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3000.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3001.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3002.

106084D

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

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3003.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3004.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3005.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3006.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3007.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3008.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3009.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3010.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3011.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3012.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3013.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3014.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3015.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3016.

105465I

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

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3017.

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3018.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3019.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3020.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3021.

104848G

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

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3022.

104848H

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

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3023.

104848N

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

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3024.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3025.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3026.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3027.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3028.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3029.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3030.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3031.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3032.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3033.

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3034.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3035.

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3036.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3037.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3038.

105465B

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

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3039.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3040.

106033M

[Minimax Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3041.

106033E

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

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3042.

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3043.

106033D

[Disregard the Light](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3044.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3045.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3046.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3047.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3048.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3049.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3050.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3051.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3052.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3053.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3054.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3055.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3056.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3057.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3058.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3059.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3060.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3061.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3062.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3063.

105945J

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

Rating: — · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3064.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3065.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3066.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2025-04-21 · last AC: 2025-04-21 · Kotlin 1.9 (first AC) · Tags: *special, binary search, greedy

[becaido's solution](#)

3067.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2025-04-15 · last AC: 2025-04-15 · Kotlin 1.9 (first AC) · Tags: *special, binary search

[becaido's solution](#)

3068.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: *special, data structures, implementation

[becaido's solution](#)

3069.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2025-04-14 · last AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: *special, implementation, strings

[becaido's solution](#)

3070.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[becaido's solution](#)

3071.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2025-04-14 · Kotlin 1.9 (first AC) · Tags: *special, math

[becaido's solution](#)

3072.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3073.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, fft, math

[becaido's solution](#)

3074.

2095F

[IS Cæb 0B \\$abICVĐ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, math

[becaido's solution](#)

3075.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
[becaido's solution](#)

3076.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
[becaido's solution](#)

3077.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory
[becaido's solution](#)

3078.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[becaido's solution](#)

3079.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[becaido's solution](#)

3080.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,000 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive
[becaido's solution](#)

3081.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures
[becaido's solution](#)

3082.

104264E

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3083.

104264B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3084.

104264A

[Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3085.

undefined551

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

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: *special
[becaido's solution](#)

3086.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3087.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3088.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3089.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[becaido's solution](#)

3090.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, dp, math

[becaido's solution](#)

3091.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3092.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3093.

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3094.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3095.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3096.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3097.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3098.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3099.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3100.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3101.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3102.

undefined403

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

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3103.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3104.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3105.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —

[becaido's solution](#)

3106.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3107.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3108.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3109.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3110.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3111.

105570C

[Get Out Away \(getoutaway\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3112.

105570A

[Challenges in Bolivia \(challenges\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3113.

104830B

[Bubble Tea \(bubbletea\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · last AC: 2024-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3114.

105570D

[Building Gondola \(gondola\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3115.

105570B

[Growing Cucumbers \(cucumber\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3116.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3117.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3118.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3119.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3120.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3121.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3122.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3123.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3124.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3125.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3126.

105562A

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

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3127.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
[becaido's solution](#)

3128.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3129.

105537G

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

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3130.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3131.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3132.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3133.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3134.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3135.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3136.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3137.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3138.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3139.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3140.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3141.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3142.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3143.

100001C

[Ancient Berland Circus](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3144.

100001B

[Spreadsheets](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3145.

100001A

[Theatre Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3146.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3147.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3148.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3149.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3150.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3151.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3152.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3153.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3154.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3155.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, interactive

[becaido's solution](#)

3156.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3157.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3158.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3159.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3160.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3161.

105444G

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

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3162.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3163.

105444M

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

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3164.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3165.

105381I

[LIS Decrement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3166.

105381J

[Randomized String Matching Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3167.

105381A

[Trip Counting I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3168.

105381C

[Trip Counting III](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3169.

105381B

[Trip Counting II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3170.

105381G

[Graph Coloring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3171.

105381F

[Destroying Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3172.

105381L

[The Bag of Forgotten Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3173.

105381D

[Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3174.

105381E

[Elimination Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3175.

105381M

[The Tale of Professor Alya and the H-Index](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3176.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3177.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3178.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3179.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3180.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3181.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3182.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3183.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3184.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3185.

103328D

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3186.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3187.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3188.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

3189.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3190.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3191.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3192.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3193.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[becaido's solution](#)

3194.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3195.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: *special

[becaido's solution](#)

3196.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3197.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3198.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3199.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3200.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3201.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3202.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3203.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3204.

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3205.

105292C

[Crystal Mining](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3206.

105292I

[Image Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[becaido's solution](#)

3207.

105310H

[Cereal Trees IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3208.

105310F

[Red Pandatrees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3209.

105310E

[math problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3210.

105310B

[Red Pandaships](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3211.

105292E

[Employees Selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3212.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3213.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3214.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3215.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3216.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3217.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3218.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3219.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3220.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3221.

105292M

[Melting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3222.

105292F

[Forever on a Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3223.

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3224.

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3225.

105292L

[Ltf's Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3226.

undefined112

[\$a^b - b^a\$](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: *special
[becaido's solution](#)

3227.

104508B

[Bogosort](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[becaido's solution](#)

3228.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[becaido's solution](#)

3229.

104508C

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

Rating: — · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[becaido's solution](#)

3230.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[becaido's solution](#)

3231.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: *special
[becaido's solution](#)

3232.

103328I

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

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3233.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3234.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3235.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3236.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3237.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3238.

104830A

[Antenna \(antenna\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3239.

104830H

[Ore Excavation \(ore\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3240.

104830I

[Transportation Vouchers \(voucher\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3241.

104830G

[Lunch Time \(lunch\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3242.

104830F

[Level Design \(level\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3243.

104830E

[Nibbler Frieren \(frieren\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3244.

104830C

[Extra Sign-up Application \(course\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3245.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3246.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3247.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3248.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3249.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3250.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3251.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3252.

104805J

[Lampshade](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3253.

104805F

[Bickford fuse](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3254.

104805D

[An abstract painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3255.

104805N

[First words](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3256.

104805E

[Alley](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3257.

104805B

[The Moon golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3258.

104805I

[Problem on array](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3259.

104805K

[Get the numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3260.

104805G

[Sleep](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3261.

104805L

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3262.

104805H

[Crawling](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3263.

104805M

[Choosing a name](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3264.

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3265.

104805A

[Number System](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3266.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: *special, strings
[becaido's solution](#)

3267.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3268.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3269.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3270.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3271.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3272.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3273.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3274.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3275.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3276.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3277.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3278.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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3279.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
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3280.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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3281.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3282.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3283.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3284.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3285.

104772D

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

Rating: — · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3286.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3287.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3288.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3289.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3290.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3291.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3292.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3293.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3294.

103443D

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

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3295.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[becaido's solution](#)

3296.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3297.

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3298.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[becaido's solution](#)

3299.

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3300.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3301.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3302.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3303.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3304.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3305.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3306.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3307.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3308.

104467B

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

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3309.

104467A

[Advertere Augmento](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3310.

104015L

[RBS](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3311.

104015K

[Staircases](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3312.

104015G

[Training Session](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3313.

104015H

[Colored Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3314.

104015J

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

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3315.

104015D

[Rectangle Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3316.

104015I

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3317.

104015F

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[becaido's solution](#)

3318.

104015E

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

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3319.

104015C

[Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[becaido's solution](#)

3320.

104015B

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3321.

104015A

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3322.

104285H

[Heritage in the PCCA Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3323.

104285I

[Interval Cover](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[becaido's solution](#)

3324.

104285K

[K-restricted Induced Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3325.

104285F

[Formidable Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3326.

104285G

[Genetic Sequence Searching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3327.

104285M

[Mini Factorization Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3328.

104285J

[Jewelry Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[becaido's solution](#)

3329.

104285E

[Exterior](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3330.

104285D

[Duo of Magicians](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3331.

104285B

[Buying Mascots](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3332.

104285N

[Nancy's Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3333.

104285A

[ATCG](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3334.

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[becaido's solution](#)

3335.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[becaido's solution](#)

3336.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

[becaido's solution](#)

3337.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[becaido's solution](#)

3338.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[becaido's solution](#)

3339.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[becaido's solution](#)

3340.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[becaido's solution](#)

3341.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[becaido's solution](#)

3342.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[becaido's solution](#)

3343.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2023-03-04 · JavaScript (first AC) · Tags: *special, constructive algorithms, strings

[becaido's solution](#)

3344.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · PyPy 3-64 (first AC) · Tags: —

[becaido's solution](#)

3345.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3346.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3347.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3348.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3349.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3350.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3351.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3352.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3353.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3354.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3355.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3356.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3357.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3358.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3359.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[becaido's solution](#)

3360.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3361.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3362.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3363.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3364.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3365.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3366.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3367.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3368.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3369.

103990D

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

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3370.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3371.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3372.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · PyPy 3-64 (first AC) · Tags: —

[becaido's solution](#)

3373.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[becaido's solution](#)

3374.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-11-23 · Text (first AC) · Tags: *special, constructive algorithms

[becaido's solution](#)

3375.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[becaido's solution](#)

3376.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[becaido's solution](#)

3377.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[becaido's solution](#)

3378.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[becaido's solution](#)

3379.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[becaido's solution](#)

3380.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[becaido's solution](#)

3381.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[becaido's solution](#)

3382.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[becaido's solution](#)

3383.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[becaido's solution](#)

3384.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[becaido's solution](#)

3385.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math
[becaido's solution](#)

3386.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math
[becaido's solution](#)

3387.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees
[becaido's solution](#)

3388.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory
[becaido's solution](#)