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103.

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1749A

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1742A

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177.

4A

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1619A

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1582A

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1658B

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187.

1658A

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189.

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190.

1657A

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1651B

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1651A

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938A

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1650A

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1646B

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200.

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201.

1644A

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202.

1635B

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203.

1635A

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[bobbilyking's solution](#)

204.

1638A

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1353B

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314.

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427.

1244A

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428.

1243A

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429.

1236A

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1315A

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431.

1352A

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432.

629A

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433.

1351A

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434.

1345A

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1337A

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1348A

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437.

1300A

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1255A

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441.

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1183A

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1180A

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1185A

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445.

1167A

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446.

1162A

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454.

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455.

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456.

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2062B

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2048B

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474A

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477.

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482.

1837B

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1856B

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485.

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486.

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487.

1808A

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516.

451A

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517.

1650B

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518.

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519.

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520.

961A

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980A

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522.

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1610A

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524.

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525.

1591B

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526.

1612B

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527.

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528.

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529.

1588A

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530.

1606A

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531.

915A

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532.

1150B

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533.

1138A

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534.

1169A

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Quality: 12,695 global accepts · Rating: 900 · first AC: 2021-08-29 · Java 11 (first AC) · Tags: implementation, math
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535.

1016A

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536.

1106C

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Quality: 15,913 global accepts · Rating: 900 · first AC: 2021-08-19 · Java 11 (first AC) · Tags: greedy, implementation, math, sortings
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537.

892A

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Quality: 14,944 global accepts · Rating: 900 · first AC: 2021-08-16 · Java 11 (first AC) · Tags: greedy, implementation
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538.

1559B

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539.

1559A

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540.

999B

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541.

893A

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542.

1005B

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543.

991B

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544.

1555A

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545.

1004A

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546.

1079A

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547.

989A

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548.

1543B

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549.

1543A

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550.

868A

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551.

1537B

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552.

1321A

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553.

1201A

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554.

1535B

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555.

1295A

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556.

1324A

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557.

1335B

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558.

1343A

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559.

1374B

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560.

1208A

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561.

1272A

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562.

1216B

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563.

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564.

1080B

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565.

1525B

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566.

1283B

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567.

975A

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568.

1093B

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569.

1175A

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570.

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571.

1313A

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572.

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573.

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574.

1401A

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576.

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1486A

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578.

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579.

1475B

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580.

1475A

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581.

1373B

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582.

1467A

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583.

1471A

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1451B

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585.

1238A

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586.

1440B

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587.

1436B

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588.

1433C

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589.

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1430A

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591.

1427A

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592.

1420A

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593.

1419A

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594.

1406A

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595.

1047B

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596.

1282A

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597.

1354A

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1247A

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1350A

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601.

1330A

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1166A

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603.

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1339A

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1341A

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607.

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608.

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1113A

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610.

1107A

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611.

2057B

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612.

2034B

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613.

2039B

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614.

2004B

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615.

2002B

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616.

1987B

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617.

1979B

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618.

1969B

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619.

1704B

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620.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
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621.

1844B

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622.

1927C

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623.

1916B

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Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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624.

1913B

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625.

1326A

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626.

1151A

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

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · last AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
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627.

379A

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628.

1876A

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629.

1841B

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Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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630.

1770B

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631.

1770A

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632.

122B

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633.

122A

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Quality: 149,817 global accepts · Rating: 1000 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
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634.

1837C

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635.

1825B

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636.

1622B

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637.

577A

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638.

1791D

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639.

1798B

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640.

1809B

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641.

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668.

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669.

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670.

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688.

672B

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1073B

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1388B

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1506C

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721.

1476A

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1474B

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723.

1373A

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724.

1473B

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728.

1155A

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731.

1438B

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733.

1199B

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1195A

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739.

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741.

1084A

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1153A

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744.

118A

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1359B

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1359A

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748.

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749.

1358B

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750.

1333A

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751.

1265A

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752.

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753.

1244B

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754.

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755.

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756.

1248A

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757.

1342A

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758.

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759.

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760.

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761.

1293B

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1252A

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763.

1245A

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764.

1230B

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765.

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766.

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767.

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768.

1100A

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769.

1101A

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770.

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771.

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772.

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773.

1827A

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774.

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775.

1957B

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776.

1942B

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777.

1842B

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778.

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779.

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780.

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781.

1463A

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782.

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987B

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784.

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1863C

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786.

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787.

1669F

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788.

1669D

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789.

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791.

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596A

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793.

1826B

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795.

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796.

1791E

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797.

1807G1

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798.

1807G2

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799.

1726B

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800.

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801.

1788B

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802.

1787B

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803.

1132A

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804.

1783B

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805.

1731B

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806.

1762B

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807.

1033B

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808.

1105B

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809.

950B

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1743C

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811.

1739B

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1703D

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813.

1712C

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814.

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815.

1708B

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816.

1375A

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817.

1700B

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818.

1686C

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819.

1682B

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820.

1676E

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1579B

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1670B

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823.

1673B

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824.

1672C

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825.

898B

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826.

1189B

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827.

633A

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828.

1656B

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829.

938B

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830.

1202A

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831.

1087B

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Rating: 1100 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —
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832.

1638B

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833.

1637B

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834.

1633C

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835.

1631B

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836.

1626B

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837.

1625B

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838.

1624C

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839.

1623B

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840.

1610B

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841.

1609B

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842.

1119A

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[bobbilyking's solution](#)

843.

1606B

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844.

1593D1

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845.

1602B

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846.

988B

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[bobbilyking's solution](#)

847.

919B

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848.

1575A

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849.

1594B

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850.

1038B

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Quality: 14,718 global accepts · Rating: 1100 · first AC: 2021-10-06 · Java 11 (first AC) · Tags: constructive algorithms, math

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851.

1574B

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Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · Java 11 (first AC) · Tags: combinatorics, greedy, math

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852.

842B

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[bobbilyking's solution](#)

853.

1566D1

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1304B

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1366A

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921.

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930.

2048C

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2039C1

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942.

1870B

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1207B

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945.

1909B

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1903B

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947.

474B

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948.

1874A

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949.

1881C

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379B

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1848B

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953.

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1669E

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956.

304A

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957.

1832C

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958.

1826A

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959.

63B

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Quality: 5,211 global accepts · Rating: 1200 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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960.

1363A

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Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · last AC: 2022-12-25 · Java 8 (first AC) · Tags: brute force, implementation, math
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961.

1763B

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962.

1091B

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Quality: 11,012 global accepts · Rating: 1200 · first AC: 2022-12-10 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

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963.

1738B

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964.

1730C

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965.

1734C

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966.

1720C

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967.

1713C

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968.

1541B

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969.

1375B

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970.

1694B

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971.

1679B

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972.

1270B

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973.

1671C

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974.

552B

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975.

1656C

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976.

1657C

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Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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977.

1647B

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978.

1650C

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979.

1635C

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980.

961B

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981.

1257C

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Quality: 17,146 global accepts · Rating: 1200 · first AC: 2022-02-16 · Java 11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

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982.

1637C

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983.

1392C

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984.

1064B

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985.

1608B

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[bobbilyking's solution](#)

986.

1068B

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987.

1613C

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988.

931B

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989.

1013B

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990.

1150C

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[bobbilyking's solution](#)

991.

1586B

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992.

1598C

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993.

1594C

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994.

1592B

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995.

1578E

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996.

1029B

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997.

1130B

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998.

842A

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999.

1027B

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1000.

1121B

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1001.

892B

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1002.

1559C

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1003.

999C

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1004.

985B

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1005.

787A

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1006.

1006C

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1007.

1006B

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1008.

779C

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1009.

1553C

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1010.

998B

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1011.

1530C

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1012.

1079B

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Rating: 1200 · first AC: 2021-07-13 · Java 11 (first AC) · Tags: —

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1013.

1000A

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1014.

989B

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1015.

1472D

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1016.

960A

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Quality: 8,787 global accepts · Rating: 1200 · first AC: 2021-07-03 · Java 11 (first AC) · Tags: implementation
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1017.

1143B

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1018.

1539C

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1019.

794B

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1020.

1537C

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1021.

1099C

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1022.

1294B

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1023.

1490D

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1024.

1536B

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1025.

1203B

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1026.

1343C

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1027.

1327B

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1028.

1385C

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1029.

1272C

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1030.

1272B

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Quality: 14,682 global accepts · Rating: 1200 · first AC: 2020-06-19 · last AC: 2021-05-21 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation

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1031.

1355B

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1032.

1355A

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1033.

1527B1

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1034.

977C

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Quality: 43,337 global accepts · Rating: 1200 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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1035.

1305B

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1036.

1399C

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1037.

1520D

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Quality: 64,495 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

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1038.

1082A

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1039.

1504B

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1040.

1200B

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1041.

1517B

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1042.

1514B

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1043.

1512D

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1044.

1512C

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1045.

1191B

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Quality: 9,864 global accepts · Rating: 1200 · first AC: 2021-04-09 · Java 8 (first AC) · Tags: brute force, implementation

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1046.

1206C

[Almost Equal](#) · [Tutorial](#)

Quality: 1200 · first AC: 2021-03-26 · Java 11 (first AC) · Tags: constructive algorithms, math

[bobbilyking's solution](#)

1047.

1497C1

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1048.

1497B

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[bobbilyking's solution](#)

1049.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · Java 11 (first AC) · Tags: geometry, greedy, sortings

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1050.

1491B

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Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · Java 11 (first AC) · Tags: brute force, math

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1051.

1487B

[Cat Cycle](#) · [Tutorial](#)

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1052.

1042B

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Quality: 19,152 global accepts · Rating: 1200 · first AC: 2021-02-01 · Java 11 (first AC) · Tags: bitmasks, brute force, dp, implementation

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1053.

1155B

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[bobbilyking's solution](#)

1054.

1221C

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Quality: 24,676 global accepts · Rating: 1200 · first AC: 2020-12-02 · Java 11 (first AC) · Tags: binary search, math

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1055.

1454C

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1056.

1437B

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1057.

1433D

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1058.

1428B

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1059.

651B

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1060.

1420B

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1061.

1419B

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1062.

1406B

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1063.

1409C

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Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · Java 11 (first AC) · Tags: brute force, math, number theory

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1064.

1369B

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1065.

1084B

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1066.

1153B

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1067.

1364A

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pointers

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1068.

1311B

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1069.

1362B

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1070.

1328C

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1071.

1262B

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1072.

1354B

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1073.

1315C

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1074.

1352C

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1075.

1352B

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1076.

1334A

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1077.

1339B

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1078.

1245B

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1079.

1185C1

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1080.

1185B

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1081.

1154B

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1082.

1140D

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1083.

1140B

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Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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1084.

1104B

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Quality: 16,848 global accepts · Rating: 1200 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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1085.

1100C

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[bobbilyking's solution](#)

1086.

1102C

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1087.

1097B

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[bobbilyking's solution](#)

1088.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

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1089.

1991C

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Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math

[bobbilyking's solution](#)

1090.

1942C1

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1091.

1943A

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1092.

1948C

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[bobbilyking's solution](#)

1093.

526A

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Quality: 5,008 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[bobbilyking's solution](#)

1094.

1844C

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Quality: 17,862 global accepts · Rating: 1300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[bobbilyking's solution](#)

1095.

1927D

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1096.

956A

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1097.

1870C

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1098.

840A

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1099.

1913C

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Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[bobbilyking's solution](#)

1100.

946C

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Quality: 9,380 global accepts · Rating: 1300 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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1101.

1900C

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1102.

922A

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1103.

922B

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1104.

1889A

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1105.

1794C

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1106.

1881D

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1107.

1868A

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Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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1108.

64A

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Quality: 4,247 global accepts · Rating: 1300 · first AC: 2023-09-07 · Tcl (first AC) · Tags: *special, implementation

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1109.

1669H

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1110.

1372B

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Quality: 36,399 global accepts · Rating: 1300 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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1111.

1776H

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Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
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1112.

1823C

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Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
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1113.

1826C

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Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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1114.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-06-02 · last AC: 2023-04-25 · Java 8 (first AC) · Tags: geometry, greedy, math
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1115.

1821C

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1116.

1819A

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1117.

1815A

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Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1118.

1810C

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Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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1119.

1807E

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Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive
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1120.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

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1121.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1122.

1788C

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Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1123.

1249C1

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Quality: 16,558 global accepts · Rating: 1300 · first AC: 2023-01-19 · Java 11 (first AC) · Tags: brute force, greedy, implementation

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1124.

1447C

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1125.

1236C

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1126.

1774C

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1127.

965B

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1128.

1754C1

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Rating: 1300 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1129.

1736C1

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Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

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1130.

747C

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Quality: 5,027 global accepts · Rating: 1300 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1131.

429A

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1132.

1746C

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Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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1133.

246B

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Quality: 12,273 global accepts · Rating: 1300 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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1134.

1733C

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Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
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1135.

1711B

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Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
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1136.

707B

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1137.

1698C

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1138.

1694C

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Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[bobbilyking's solution](#)

1139.

1676G

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Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-19 · GNU C11 (first AC) · Tags: dfs and similar, dp, graphs, trees
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1140.

1676F

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Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-19 · GNU C11 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
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1141.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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1142.

1659B

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1143.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

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1144.

1647C

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1145.

1650D

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Quality: 14,715 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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1146.

1638C

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Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-19 · Java 11 (first AC) · Tags: data structures, dsu, graphs, math

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1147.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,685 global accepts · Rating: 1300 · first AC: 2022-02-16 · Java 11 (first AC) · Tags: dp, strings

[bobbilyking's solution](#)

1148.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-02-07 · Java 11 (first AC) · Tags: constructive algorithms

[bobbilyking's solution](#)

1149.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-27 · Java 11 (first AC) · Tags: games, greedy, sortings

[bobbilyking's solution](#)

1150.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[bobbilyking's solution](#)

1151.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · Java 11 (first AC) · Tags: binary search, greedy, math, sortings

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1152.

103433A

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Rating: 1300 · first AC: 2021-12-12 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

1153.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · Java 8 (first AC) · Tags: greedy, math

[bobbilyking's solution](#)

1154.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,814 global accepts · Rating: 1300 · first AC: 2021-12-03 · Java 8 (first AC) · Tags: binary search, math

[bobbilyking's solution](#)

1155.

1119B

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[bobbilyking's solution](#)

1156.

1040B

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[bobbilyking's solution](#)

1157.

1603A

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Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

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1158.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · Java 11 (first AC) · Tags: bitmasks, math, number theory

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1159.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2021-10-24 · Java 11 (first AC) · Tags: implementation

[bobbilyking's solution](#)

1160.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2021-10-22 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[bobbilyking's solution](#)

1161.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2021-10-11 · Java 11 (first AC) · Tags: brute force, implementation

[bobbilyking's solution](#)

1162.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · Java 11 (first AC) · Tags: combinatorics, math

[bobbilyking's solution](#)

1163.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2021-10-06 · Java 11 (first AC) · Tags: greedy, sortings

[bobbilyking's solution](#)

1164.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2021-09-25 · Java 11 (first AC) · Tags: implementation, strings

[bobbilyking's solution](#)

1165.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · Java 11 (first AC) · Tags: binary search, greedy, sortings, ternary search

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1166.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2021-09-17 · Java 11 (first AC) · Tags: brute force

[bobbilyking's solution](#)

1167.

1159B

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1168.

1556B

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1169.

1016B

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1170.

900B

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1171.

1561C

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1172.

1561B

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1173.

1058C

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1174.

570B

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implementation, math
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1175.

761B

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1176.

777B

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1177.

893C

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1178.

787B

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1179.

1005C

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1180.

1237B

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1181.

1003C

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1182.

1003B

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1183.

1555B

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1184.

1555C

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1185.

1004B

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1186.

1553B

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1187.

1249B2

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1188.

1547D

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1189.

871A

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1190.

1294C

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Quality: 46,285 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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1191.

1534C

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1192.

1323C

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Rating: 1300 · first AC: 2021-06-09 · Java 11 (first AC) · Tags: constructive algorithms

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1193.

1203C

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Quality: 24,259 global accepts · Rating: 1300 · first AC: 2021-06-07 · Java 11 (first AC) · Tags: implementation, math

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1194.

1096B

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1195.

1360E

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1196.

1360D

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Quality: 43,018 global accepts · Rating: 1300 · first AC: 2020-05-24 · last AC: 2021-06-01 · Java 8 (first AC) · Tags: math, number theory
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1197.

1335D

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1198.

1216D

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1199.

976B

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[bobbilyking's solution](#)

1200.

1077C

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1201.

1062A

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1202.

1093C

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1203.

1291B

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1204.

1422B

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1205.

1418B

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1206.

1493B

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1207.

1521B

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1208.

1459B

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1209.

1285B

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1210.

1401C

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1211.

1498B

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1212.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2021-03-24 · Java 11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory
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1213.

251A

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1214.

1466C

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1215.

1260B

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1216.

1381A1

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1217.

1176C

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1218.

1476B

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1219.

1194C

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1220.

1194B

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1221.

1373C

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626B

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1223.

1471C

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Rating: 1300 · first AC: 2021-01-05 · Java 11 (first AC) · Tags: brute force, greedy, sortings

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1224.

1155C

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1225.

1454D

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1226.

1238B

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1227.

1220C

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1220B

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1229.

1443B

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1230.

1065B

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1231.

730H

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1217A

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1234.

883F

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1235.

1407B

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1236.

189A

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[bobbilyking's solution](#)

1237.

1367C

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1238.

1364B

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1239.

1366B

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1240.

1311C

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1241.

1365B

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[bobbilyking's solution](#)

1242.

1271B

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1243.

1271C

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1244.

1328B

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1245.

1265B

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1246.

1247B2

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1247.

25A

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1059B

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1249.

1315B

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1250.

171B

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1251.

630F

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[bobbilyking's solution](#)

1252.

844B

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1253.

1352D

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1254.

1178C

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1255.

621B

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1256.

1007A

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Quality: 13,069 global accepts · Rating: 1300 · first AC: 2020-05-08 · Java 8 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

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1257.

617B

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[bobbilyking's solution](#)

1258.

1326C

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1259.

476B

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Quality: 37,036 global accepts · Rating: 1300 · first AC: 2020-05-08 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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1260.

478B

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Quality: 41,269 global accepts · Rating: 1300 · first AC: 2020-05-08 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[bobbilyking's solution](#)

1261.

459B

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Quality: 47,501 global accepts · Rating: 1300 · first AC: 2020-05-08 · Java 8 (first AC) · Tags: combinatorics, implementation, sortings
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1262.

1341B

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Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-05-01 · Java 8 (first AC) · Tags: greedy, implementation
[bobbilyking's solution](#)

1263.

1113B

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Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
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1264.

1108C

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Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[bobbilyking's solution](#)

1265.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · Python 3 (first AC) · Tags: greedy, implementation
[bobbilyking's solution](#)

1266.

1190A

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Quality: 9,807 global accepts · Rating: 1400 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers
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1267.

2034C

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Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
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1268.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation
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1269.

518B

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Quality: 8,387 global accepts · Rating: 1400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
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1270.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2024-05-26 · Python 3 (first AC) · Tags: greedy
[bobbilyking's solution](#)

1271.

30A

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Quality: 3,990 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[bobbilyking's solution](#)

1272.

38C

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Quality: 2,562 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[bobbilyking's solution](#)

1273.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

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1274.

1951C

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Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[bobbilyking's solution](#)

1275.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation

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1276.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

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1277.

1927E

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Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

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1278.

1909C

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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

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1279.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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1280.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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1281.

650A

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1282.

1110B

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Quality: 16,600 global accepts · Rating: 1400 · first AC: 2021-07-15 · last AC: 2023-12-05 · Java 11 (first AC) · Tags: greedy, sortings

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1283.

1903C

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1284.

987C

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1285.

1494B

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1286.

448B

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Quality: 17,316 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[bobbilyking's solution](#)

1287.

1845C

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Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

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1288.

1893A

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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

[bobbilyking's solution](#)

1289.

1895C

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Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

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1290.

1875C

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Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

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1291.

1837D

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Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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1292.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[bobbilyking's solution](#)

1293.

1825C

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Rating: 1400 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[bobbilyking's solution](#)

1294.

1866B

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

1295.

1830A

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Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
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1296.

1863D

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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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1297.

1860C

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Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy
[bobbilyking's solution](#)

1298.

1009B

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Quality: 10,721 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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1299.

1838C

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Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[bobbilyking's solution](#)

1300.

1773E

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Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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1301.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[bobbilyking's solution](#)

1302.

1312C

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Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-05-06 · last AC: 2023-01-31 · Java 8 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[bobbilyking's solution](#)

1303.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[bobbilyking's solution](#)

1304.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[bobbilyking's solution](#)

1305.

1363B

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Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · last AC: 2022-12-25 · Java 8 (first AC) · Tags: implementation, strings

[bobbilyking's solution](#)

1306.

1762C

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Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[bobbilyking's solution](#)

1307.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[bobbilyking's solution](#)

1308.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[bobbilyking's solution](#)

1309.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bobbilyking's solution](#)

1310.

1256B

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Quality: 13,683 global accepts · Rating: 1400 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bobbilyking's solution](#)

1311.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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1312.

1761C

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Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bobbilyking's solution](#)

1313.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 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

[bobbilyking's solution](#)

1314.

1682C

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Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bobbilyking's solution](#)

1315.

1733D1

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

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1316.

1728C

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[bobbilyking's solution](#)

1317.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[bobbilyking's solution](#)

1318.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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1319.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

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1320.

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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1321.

1701C

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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

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1322.

1375C

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1323.

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bobbilyking's solution](#)

1324.

1697C

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Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

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1325.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-19 · GNU C11 (first AC) · Tags: brute force

[bobbilyking's solution](#)

1326.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[bobbilyking's solution](#)

1327.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[bobbilyking's solution](#)

1328.

1579D

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Quality: 18,425 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[bobbilyking's solution](#)

1329.

1670C

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Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

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1330.

955B

[Not simply beatiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1331.

719B

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Quality: 8,819 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1332.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[bobbilyking's solution](#)

1333.

1644C

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Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

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1334.

961C

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Quality: 5,638 global accepts · Rating: 1400 · first AC: 2022-02-18 · Java 11 (first AC) · Tags: bitmasks, brute force, implementation

[bobbilyking's solution](#)

1335.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-05-13 · last AC: 2022-02-07 · Java 11 (first AC) · Tags: greedy, sortings

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1336.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2022-02-07 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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1337.

1634B

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Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: bitmasks, math

[bobbilyking's solution](#)

1338.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-27 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[bobbilyking's solution](#)

1339.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-24 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[bobbilyking's solution](#)

1340.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · Java 11 (first AC) · Tags: binary search, greedy, sortings, strings

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1341.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-12-23 · Java 11 (first AC) · Tags: dp

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1342.

937B

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Quality: 7,258 global accepts · Rating: 1400 · first AC: 2021-12-06 · Java 8 (first AC) · Tags: brute force, math, number theory

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1343.

1068A

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Quality: 7,262 global accepts · Rating: 1400 · first AC: 2021-12-02 · Java 8 (first AC) · Tags: math

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1344.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

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1345.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · Java 8 (first AC) · Tags: brute force, greedy, implementation, strings

[bobbilyking's solution](#)

1346.

1606C

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Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · Java 11 (first AC) · Tags: greedy, number theory

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1347.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-10-21 · Java 11 (first AC) · Tags: combinatorics

[bobbilyking's solution](#)

1348.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-10-17 · Java 11 (first AC) · Tags: implementation, sortings

[bobbilyking's solution](#)

1349.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2021-10-13 · Java 11 (first AC) · Tags: greedy, math, sortings, two pointers

[bobbilyking's solution](#)

1350.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2021-09-24 · Java 11 (first AC) · Tags: brute force, dfs and similar, dsu

[bobbilyking's solution](#)

1351.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · Java 11 (first AC) · Tags: greedy, math, sortings

[bobbilyking's solution](#)

1352.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-09-10 · Java 11 (first AC) · Tags: greedy, strings

[bobbilyking's solution](#)

1353.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2021-09-07 · Java 11 (first AC) · Tags: dp, greedy, implementation

[bobbilyking's solution](#)

1354.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[bobbilyking's solution](#)

1355.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-08-04 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[bobbilyking's solution](#)

1356.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · Java 11 (first AC) · Tags: graphs, greedy

[bobbilyking's solution](#)

1357.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2021-07-30 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[bobbilyking's solution](#)

1358.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2021-07-13 · Java 11 (first AC) · Tags: greedy, implementation, math

[bobbilyking's solution](#)

1359.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2021-07-05 · Java 11 (first AC) · Tags: brute force, greedy

[bobbilyking's solution](#)

1360.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-07-02 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, math

[bobbilyking's solution](#)

1361.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-05-07 · last AC: 2021-06-28 · Java 8 (first AC) · Tags: math

[bobbilyking's solution](#)

1362.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[bobbilyking's solution](#)

1363.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: dfs and similar, trees

[bobbilyking's solution](#)

1364.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-06-12 · Java 11 (first AC) · Tags: binary search, data structures, greedy

[bobbilyking's solution](#)

1365.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2021-06-10 · Java 11 (first AC) · Tags: binary search, greedy, math, sortings
[bobbilyking's solution](#)

1366.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · Java 11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[bobbilyking's solution](#)

1367.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-05-28 · Java 11 (first AC) · Tags: dp, math, number theory
[bobbilyking's solution](#)

1368.

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers
[bobbilyking's solution](#)

1369.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-05-20 · Java 11 (first AC) · Tags: implementation
[bobbilyking's solution](#)

1370.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2020-05-24 · last AC: 2021-05-17 · Java 8 (first AC) · Tags: dfs and similar, math, sortings
[bobbilyking's solution](#)

1371.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2021-05-16 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[bobbilyking's solution](#)

1372.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-05-15 · Java 11 (first AC) · Tags: *special, implementation
[bobbilyking's solution](#)

1373.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2021-05-13 · Java 11 (first AC) · Tags: binary search
[bobbilyking's solution](#)

1374.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2021-05-10 · Java 11 (first AC) · Tags: greedy, implementation, sortings
[bobbilyking's solution](#)

1375.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bobbilyking's solution](#)

1376.

1515C

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

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1377.

1519C

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1378.

1200C

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1379.

1517C

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Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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1380.

1513B

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1381.

1191C

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1382.

1285C

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1383.

1506D

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1384.

1284B

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1385.

1393B

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1386.

1475C

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1387.

698A

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1388.

679A

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1389.

1457C

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1390.

1451C

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1391.

1452B

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1392.

1215B

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1393.

1443C

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1394.

1427B

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1395.

651C

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1396.

1195C

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1397.

1370C

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[bobbilyking's solution](#)

1398.

1228B

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1399.

1282B1

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Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-06-12 · Java 11 (first AC) · Tags: dp, greedy, sortings

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1400.

1365C

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1401.

1362C

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1402.

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-06-02 · Java 8 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

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1403.

1263B

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Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-06-02 · Java 8 (first AC) · Tags: greedy, implementation

[bobbilyking's solution](#)

1404.

550B

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1405.

1354C1

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1406.

546C

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Quality: 19,432 global accepts · Rating: 1400 · first AC: 2020-05-23 · Java 8 (first AC) · Tags: brute force, dfs and similar, games

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1407.

538B

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Quality: 19,335 global accepts · Rating: 1400 · first AC: 2020-05-23 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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1408.

514B

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1409.

507B

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1410.

515C

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1411.

479C

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1412.

279B

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1413.

520B

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[bobbilyking's solution](#)

1414.

489C

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1415.

1316B

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Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-05-18 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

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1416.

1253B

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1417.

1355D

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1418.

1350B

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1419.

1330B

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1420.

804B

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1421.

1292A

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1422.

1320A

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1423.

1324D

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Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-05-05 · Java 8 (first AC) · Tags: binary search, data structures, sortings, two pointers

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1424.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-05-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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1425.

1348B

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1426.

1108D

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Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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1427.

1104C

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Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[bobbilyking's solution](#)

1428.

50B

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Quality: 6,451 global accepts · Rating: 1500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: strings

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1429.

2057C

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Quality: 13,802 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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1430.

2053C

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1431.

2001C

[Guess The Tree](#) · [Tutorial](#)

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1432.

1133D

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Quality: 16,457 global accepts · Rating: 1500 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

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1433.

1792C

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Quality: 16,762 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

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1434.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

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1435.

1842C

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Quality: 16,499 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1436.

1949B

[Charming Meals](#) · [Tutorial](#)

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1437.

1924A

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1438.

825D

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1439.

1891C

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1440.

875B

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1441.

1516B

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1442.

1408C

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1443.

839C

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Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
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1444.

1110C

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1445.

1379B

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1446.

1379A

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1447.

282C

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1448.

1898B

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1449.

901A

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1450.

1614C

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1451.

1881E

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1452.

1876B

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1453.

64B

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1454.

1776L

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1455.

1551C

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1456.

1817A

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1457.

1307C

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1458.

1299A

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1459.

577C

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Rating: 1500 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

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1460.

1791F

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1461.

1809C

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1462.

1804C

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Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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1463.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

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1464.

1795C

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Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

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1465.

1242A

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1466.

1445C

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Rating: 1500 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bobbilyking's solution](#)

1467.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[bobbilyking's solution](#)

1468.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[bobbilyking's solution](#)

1469.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1470.

1754C2

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Rating: 1500 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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1471.

1732D1

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Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory
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1472.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[bobbilyking's solution](#)

1473.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[bobbilyking's solution](#)

1474.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[bobbilyking's solution](#)

1475.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-19 · GNU C11 (first AC) · Tags: data structures, divide and conquer, sortings
[bobbilyking's solution](#)

1476.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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1477.

1673C

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Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[bobbilyking's solution](#)

1478.

1659C

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1479.

1651C

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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

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1480.

1646C

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1481.

1301B

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1482.

1621B

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1483.

1631C

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1484.

1243C

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1485.

1072B

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1486.

931D

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1487.

1119C

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1488.

1013C

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1489.

1575J

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1490.

1136C

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1491.

1569C

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1492.

1159C

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1493.

1169B

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1494.

1562C

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1495.

978F

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1496.

1106D

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1497.

1106B

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Quality: 6,997 global accepts · Rating: 1500 · first AC: 2021-08-19 · Java 11 (first AC) · Tags: data structures, implementation
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1498.

892C

[Pride](#) · [Tutorial](#)

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1499.

761C

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1500.

985C

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1501.

1005D

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1502.

991D

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1503.

991C

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1504.

1553D

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1505.

884C

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1506.

998C

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Rating: 1500 · first AC: 2021-07-20 · Java 11 (first AC) · Tags: math
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1507.

855B

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1508.

749C

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1509.

1000B

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1510.

877B

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1511.

1547E

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1512.

864D

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1513.

864C

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1514.

860A

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1515.

1161A

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1516.

960B

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1517.

1542B

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1518.

1264A

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1519.

1492C

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1520.

1201B

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1521.

1323B

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1522.

1536C

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1523.

1203E

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1524.

1526C1

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1525.

1490F

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1526.

1385D

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1527.

1208B

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1528.

1272D

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1529.

1066B

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1530.

976C

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1531.

977E

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1532.

1080C

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1533.

1283C

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1534.

1062B

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1535.

1084C

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1536.

1418C

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1537.

1399D

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1538.

1313C1

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1539.

1515D

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1540.

1506E

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1541.

1249C2

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1542.

1269B

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1543.

1081C

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1544.

1462E1

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1545.

1466D

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1546.

1499C

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1547.

1391C

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1548.

490B

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1549.

409H

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1550.

103B

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1551.

1486B

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1552.

1397B

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1553.

1487D

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1554.

1487C

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1555.

1473C

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1556.

362A

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746D

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1558.

845C

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1559.

1051C

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1560.

1178D

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1561.

1461C

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1562.

1440C1

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1563.

545C

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1564.

1215C

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1565.

1389C

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1566.

166E

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1567.

550C

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1568.

550A

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1569.

455A

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1570.

1436C

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1571.

1426D

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1572.

883E

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1573.

1417C

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Rating: 1500 · first AC: 2020-09-27 · Java 11 (first AC) · Tags: data structures

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1574.

1195D1

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1575.

1419D2

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1576.

1419C

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1577.

1405C

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Rating: 1500 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: greedy, implementation, strings

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1578.

1409D

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1579.

1114B

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1580.

1368C

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1581.

1368B

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1582.

1181B

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Quality: 6,612 global accepts · Rating: 1500 · first AC: 2020-06-16 · Java 11 (first AC) · Tags: greedy, implementation, strings

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1583.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-06-13 · Java 11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

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1584.

1366C

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1585.

1287B

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1586.

1105C

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1587.

584B

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1588.

1263D

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1589.

677C

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1590.

868C

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1591.

437B

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1592.

1253C

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1593.

1236B

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1594.

1352F

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1595.

1352E

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1596.

1325C

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1597.

1326D1

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1598.

1332C

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1599.

1341C

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Rating: 1500 · first AC: 2020-05-01 · Java 8 (first AC) · Tags: greedy, implementation

[bobbilyking's solution](#)

1600.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · Java 8 (first AC) · Tags: greedy, math

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1601.

1296D

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Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · Java 8 (first AC) · Tags: greedy, sortings

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1602.

1180B

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1603.

343A

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Quality: 10,083 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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1604.

2046B

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Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[bobbilyking's solution](#)

1605.

2048D

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Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[bobbilyking's solution](#)

1606.

2034D

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Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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1607.

405C

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Quality: 4,934 global accepts · Rating: 1600 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bobbilyking's solution](#)

1608.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-02 · last AC: 2024-09-07 · Java 11 (first AC) · Tags: dp, greedy

[bobbilyking's solution](#)

1609.

643B

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Quality: 3,397 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
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1610.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-05-31 · last AC: 2024-02-28 · Java 11 (first AC) · Tags: trees
[bobbilyking's solution](#)

1611.

1702E

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Quality: 17,847 global accepts · Rating: 1600 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
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1612.

1928C

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Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[bobbilyking's solution](#)

1613.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[bobbilyking's solution](#)

1614.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[bobbilyking's solution](#)

1615.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[bobbilyking's solution](#)

1616.

23B

[Party](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1600 · first AC: 2024-01-03 · Python 3 (first AC) · Tags: constructive algorithms, graphs, math
[bobbilyking's solution](#)

1617.

1065C

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Quality: 8,292 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[bobbilyking's solution](#)

1618.

1610C

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Quality: 15,624 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
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1619.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[bobbilyking's solution](#)

1620.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

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1621.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bobbilyking's solution](#)

1622.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

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1623.

922C

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Quality: 7,567 global accepts · Rating: 1600 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

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1624.

898E

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Quality: 4,864 global accepts · Rating: 1600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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1625.

1137B

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1626.

1137A

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Quality: 4,677 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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1627.

1875D

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Quality: 11,406 global accepts · Rating: 1600 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[bobbilyking's solution](#)

1628.

383A

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Quality: 5,571 global accepts · Rating: 1600 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[bobbilyking's solution](#)

1629.

1567C

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Quality: 13,156 global accepts · Rating: 1600 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[bobbilyking's solution](#)

1630.

64C

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Quality: 356 global accepts · Rating: 1600 · first AC: 2023-09-07 · Tcl (first AC) · Tags: *special, greedy, implementation, math

[bobbilyking's solution](#)

1631.

1856C

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Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[bobbilyking's solution](#)

1632.

305C

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Quality: 2,658 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1633.

305A

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Quality: 5,223 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[bobbilyking's solution](#)

1634.

1766D

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Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1635.

372A

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Quality: 15,596 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

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1636.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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1637.

1234D

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Quality: 18,594 global accepts · Rating: 1600 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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1638.

1798D

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Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bobbilyking's solution](#)

1639.

1796C

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Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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1640.

1795D

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Quality: 13,077 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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1641.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[bobbilyking's solution](#)

1642.

1782C

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Rating: 1600 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

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1643.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,083 global accepts · Rating: 1600 · first AC: 2020-05-31 · last AC: 2022-12-25 · Java 8 (first AC) · Tags: games, trees

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1644.

1350C

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Rating: 1600 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[bobbilyking's solution](#)

1645.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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1646.

1774D

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Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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1647.

364A

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1648.

1771C

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1649.

1148B

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1650.

950C

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1651.

1748C

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1652.

1754D

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1653.

616D

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1654.

1349A

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1655.

1687A

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Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
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1656.

1730B

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1657.

845B

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Quality: 5,540 global accepts · Rating: 1600 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
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1658.

954D

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Quality: 7,899 global accepts · Rating: 1600 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
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1659.

1707A

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Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
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1660.

1698D

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Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
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1661.

1689C

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Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[bobbilyking's solution](#)

1662.

1671D

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Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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1663.

1665C

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Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

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1664.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

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1665.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

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[bobbilyking's solution](#)

1666.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bobbilyking's solution](#)

1667.

980B

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[bobbilyking's solution](#)

1668.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2022-02-16 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy

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1669.

1632C

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Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[bobbilyking's solution](#)

1670.

1622C

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Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-08 · Java 11 (first AC) · Tags: binary search, brute force, greedy, sortings

[bobbilyking's solution](#)

1671.

1615C

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Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · Java 11 (first AC) · Tags: brute force, graphs, greedy, math

[bobbilyking's solution](#)

1672.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-14 · Java 11 (first AC) · Tags: greedy, math

[bobbilyking's solution](#)

1673.

1612D

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Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-12-03 · Java 8 (first AC) · Tags: math, number theory

[bobbilyking's solution](#)

1674.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2021-12-03 · Java 8 (first AC) · Tags: binary search, brute force, greedy

[bobbilyking's solution](#)

1675.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · Java 8 (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[bobbilyking's solution](#)

1676.

939D

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Quality: 8,111 global accepts · Rating: 1600 · first AC: 2021-11-02 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[bobbilyking's solution](#)

1677.

939C

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Quality: 4,926 global accepts · Rating: 1600 · first AC: 2021-11-02 · Java 8 (first AC) · Tags: binary search, two pointers

[bobbilyking's solution](#)

1678.

1603B

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Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[bobbilyking's solution](#)

1679.

1036D

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Quality: 10,628 global accepts · Rating: 1600 · first AC: 2021-10-07 · Java 11 (first AC) · Tags: greedy, two pointers

[bobbilyking's solution](#)

1680.

1036B

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Quality: 5,965 global accepts · Rating: 1600 · first AC: 2021-10-07 · Java 11 (first AC) · Tags: math

[bobbilyking's solution](#)

1681.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-05 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

1682.

1029C

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Quality: 8,276 global accepts · Rating: 1600 · first AC: 2021-09-25 · Java 11 (first AC) · Tags: greedy, math, sortings

[bobbilyking's solution](#)

1683.

1251C

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Quality: 14,339 global accepts · Rating: 1600 · first AC: 2021-09-10 · Java 11 (first AC) · Tags: greedy, two pointers

[bobbilyking's solution](#)

1684.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-25 · Java 11 (first AC) · Tags: data structures, dp, two pointers

[bobbilyking's solution](#)

1685.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2021-08-22 · Java 11 (first AC) · Tags: greedy

[bobbilyking's solution](#)

1686.

570C

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Quality: 9,573 global accepts · Rating: 1600 · first AC: 2021-08-21 · Java 11 (first AC) · Tags: constructive algorithms, data structures, implementation

[bobbilyking's solution](#)

1687.

979C

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1688.

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1689.

1006E

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1690.

1003D

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1691.

782C

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1692.

782B

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1693.

992C

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1694.

992B

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1695.

1555D

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785C

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1697.

1542C

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1698.

947B

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1699.

986A

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1700.

1303C

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1701.

1537E1

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1702.

1099D

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1703.

1294D

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1704.

1203D1

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1705.

1060C

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1706.

1096C

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1707.

1295C

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1708.

1523C

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1709.

1526C2

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1710.

1374E1

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1711.

1520F1

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1712.

1529C

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1713.

1327C

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1714.

1527C

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1715.

1077D

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1716.

1505B

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1717.

1305C

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1718.

1062C

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1719.

1175B

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1199D

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1721.

1199C

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1722.

1291C

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1723.

1437D

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1724.

1082C

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1725.

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1726.

1459C

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1727.

1519D

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1728.

1514C

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1729.

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1730.

1511D

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1731.

1513C

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1732.

1498C

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1733.

1484C

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1734.

431C

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1735.

495B

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1736.

260B

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1737.

1497C2

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1738.

1397C

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1739.

1481C

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1740.

1475E

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1741.

793B

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1742.

1373D

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1743.

763A

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1744.

500B

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1745.

878A

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1746.

753B

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1747.

735C

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1748.

291C

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1749.

75C

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1750.

219C

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1751.

375B

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1458A

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1753.

1461D

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1754.

1398C

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1755.

1344A

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1756.

377A

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1757.

1353D

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1758.

1241C

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1759.

1452D

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1760.

1238C

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1761.

735D

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1762.

730G

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1763.

1217B

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1764.

1407C

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1765.

1282B2

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1766.

1281B

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1767.

1262D1

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Rating: 1600 · first AC: 2020-06-02 · Java 8 (first AC) · Tags: data structures, greedy

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1768.

1358C

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1769.

1243B2

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1770.

1059C

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1771.

1352G

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1772.

1321C

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1773.

1337C

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1774.

2152D

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1775.

2053D

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1776.

1325D

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1777.

2039D

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1778.

1969C

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1779.

1942C2

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1780.

1799C

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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1781.

1948D

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Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
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1782.

1936A

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1783.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
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1784.

1930C

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Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
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1785.

1102E

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1786.

471C

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1787.

1598D

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Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
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1788.

1516C

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1789.

1916D

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1790.

739A

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1791.

1903D1

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1792.

1896D

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1793.

1822G1

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1794.

1898C

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1795.

813C

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1796.

1893B

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1797.

1884C

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1798.

1881F

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1799.

1814B

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1800.

305B

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1801.

1835A

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1802.

1776F

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1803.

1473D

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1804.

1829H

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1805.

1826D

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1806.

1051D

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1807.

1383A

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1808.

1810D

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1809.

1580A

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1810.

1807F

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1811.

1706D1

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1812.

1798C

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1813.

1153C

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1814.

1228C

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1815.

1312D

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1816.

983A

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1817.

1783C

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1818.

1779D

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1819.

1731C

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1820.

1731D

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1821.

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1822.

1148C

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1823.

950D

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1824.

202C

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1825.

66D

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1826.

747E

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1827.

1709D

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1828.

559B

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1829.

1743D

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1830.

954C

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1831.

1699C

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1832.

1700C

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1833.

1684D

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Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[bobbilyking's solution](#)

1834.

1329B

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1835.

1670D

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1836.

1672D

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1837.

1661C

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1838.

1204C

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[bobbilyking's solution](#)

1839.

1658C

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1840.

852G

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1841.

938C

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1842.

1202B

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1843.

1644D

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1844.

1087D

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1845.

980C

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1846.

1406C

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1847.

1392D

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1848.

936A

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1849.

1621C

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1850.

1626C

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implementation, math, two pointers

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1851.

1629D

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1852.

1625C

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1853.

1611E1

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1854.

1020C

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1855.

1608C

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1856.

1131F

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1857.

1068C

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1858.

931C

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1859.

915C

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[bobbilyking's solution](#)

1860.

1586C

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1861.

919D

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1862.

1594D

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1863.

1592C

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1864.

1578H

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[bobbilyking's solution](#)

1865.

1130D1

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1866.

897C

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Rating: 1700 · first AC: 2021-09-17 · Java 11 (first AC) · Tags: binary search, combinatorics, math
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1867.

797C

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1868.

1074A

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1869.

1169C

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Rating: 1700 · first AC: 2021-08-30 · Java 11 (first AC) · Tags: binary search, greedy
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1870.

1562D1

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1871.

789B

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1872.

900C

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Quality: 5,007 global accepts · Rating: 1700 · first AC: 2021-08-25 · Java 11 (first AC) · Tags: brute force, data structures, math

[bobbilyking's solution](#)

1873.

1561D1

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Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

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1874.

1027D

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1875.

978G

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Quality: 4,881 global accepts · Rating: 1700 · first AC: 2021-08-22 · Java 11 (first AC) · Tags: greedy, implementation, sortings

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1876.

1111C

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1877.

1111B

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1878.

761D

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1879.

1006D

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Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-08-10 · Java 11 (first AC) · Tags: implementation

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1880.

1237C1

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Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-08-05 · Java 11 (first AC) · Tags: constructive algorithms, geometry, greedy

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1881.

1551D1

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Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-04 · Java 11 (first AC) · Tags: constructive algorithms, math

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1882.

779D

[String Game](#) · [Tutorial](#)

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1883.

1554B

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1884.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-19 · Java 11 (first AC) · Tags: brute force, geometry, greedy, implementation

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1885.

1249E

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Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-07-15 · Java 11 (first AC) · Tags: dp, shortest paths

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1886.

1079C

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Rating: 1700 · first AC: 2021-07-13 · Java 11 (first AC) · Tags: dp

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1887.

1000C

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Quality: 8,439 global accepts · Rating: 1700 · first AC: 2021-07-12 · Java 11 (first AC) · Tags: data structures, implementation, sortings

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1888.

1543D1

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1889.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-07-06 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation

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1890.

1472E

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Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-07-05 · Java 11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

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1891.

960C

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Quality: 4,108 global accepts · Rating: 1700 · first AC: 2021-07-03 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[bobbilyking's solution](#)

1892.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-03 · Java 11 (first AC) · Tags: brute force, math, number theory

[bobbilyking's solution](#)

1893.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: implementation, math, number theory

[bobbilyking's solution](#)

1894.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: games, math, number theory

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1895.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[bobbilyking's solution](#)

1896.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-16 · Java 11 (first AC) · Tags: data structures, greedy, schedules

[bobbilyking's solution](#)

1897.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2021-06-07 · Java 11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[bobbilyking's solution](#)

1898.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-02 · Java 11 (first AC) · Tags: data structures, greedy, sortings

[bobbilyking's solution](#)

1899.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2021-06-01 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[bobbilyking's solution](#)

1900.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2021-05-30 · Java 11 (first AC) · Tags: dp, implementation

[bobbilyking's solution](#)

1901.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2021-05-29 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[bobbilyking's solution](#)

1902.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2021-05-26 · Java 11 (first AC) · Tags: brute force, dp, math, number theory

[bobbilyking's solution](#)

1903.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · Java 11 (first AC) · Tags: combinatorics, dp, math, number theory

[bobbilyking's solution](#)

1904.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2021-05-21 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[bobbilyking's solution](#)

1905.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2021-05-20 · Java 11 (first AC) · Tags: data structures, implementation, math

[bobbilyking's solution](#)

1906.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[bobbilyking's solution](#)

1907.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2021-05-17 · Java 11 (first AC) · Tags: dp

[bobbilyking's solution](#)

1908.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2021-05-12 · Java 11 (first AC) · Tags: dfs and similar, graphs

[bobbilyking's solution](#)

1909.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2021-05-08 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bobbilyking's solution](#)

1910.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-28 · Java 8 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[bobbilyking's solution](#)

1911.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2021-03-29 · Java 11 (first AC) · Tags: brute force, greedy, math

[bobbilyking's solution](#)

1912.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-03-29 · Java 11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[bobbilyking's solution](#)

1913.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-03-28 · Java 11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[bobbilyking's solution](#)

1914.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2021-03-24 · Java 11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[bobbilyking's solution](#)

1915.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2021-03-23 · Java 11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[bobbilyking's solution](#)

1916.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2021-03-23 · Java 11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[bobbilyking's solution](#)

1917.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-03-23 · Java 11 (first AC) · Tags: greedy

[bobbilyking's solution](#)

1918.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-03-23 · Java 11 (first AC) · Tags: data structures, dp, greedy, implementation

[bobbilyking's solution](#)

1919.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2021-03-23 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[bobbilyking's solution](#)

1920.

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2021-03-23 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force

[bobbilyking's solution](#)

1921.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-03-22 · Java 11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[bobbilyking's solution](#)

1922.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-03-22 · Java 11 (first AC) · Tags: binary search, brute force, math, number theory

[bobbilyking's solution](#)

1923.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[bobbilyking's solution](#)

1924.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: greedy, math, number theory

[bobbilyking's solution](#)

1925.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: binary search, interactive, math, ternary search

[bobbilyking's solution](#)

1926.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: games, math

[bobbilyking's solution](#)

1927.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: dfs and similar, graphs

[bobbilyking's solution](#)

1928.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: bitmasks, graphs, interactive

[bobbilyking's solution](#)

1929.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: math

[bobbilyking's solution](#)

1930.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, math

[bobbilyking's solution](#)

1931.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[bobbilyking's solution](#)

1932.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[bobbilyking's solution](#)

1933.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: binary search, math

[bobbilyking's solution](#)

1934.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-03-17 · Java 11 (first AC) · Tags: data structures, dp, greedy, implementation

[bobbilyking's solution](#)

1935.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-03-17 · Java 11 (first AC) · Tags: dp, implementation

[bobbilyking's solution](#)

1936.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2021-03-17 · Java 11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[bobbilyking's solution](#)

1937.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-03-15 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[bobbilyking's solution](#)

1938.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2021-03-15 · Java 11 (first AC) · Tags: binary search, greedy

[bobbilyking's solution](#)

1939.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2021-03-15 · Java 11 (first AC) · Tags: brute force, greedy

[bobbilyking's solution](#)

1940.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2021-03-14 · Java 11 (first AC) · Tags: combinatorics, math, probabilities

[bobbilyking's solution](#)

1941.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2021-03-11 · Java 11 (first AC) · Tags: data structures, trees

[bobbilyking's solution](#)

1942.

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2021-03-10 · Java 11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[bobbilyking's solution](#)

1943.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[bobbilyking's solution](#)

1944.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2021-02-01 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[bobbilyking's solution](#)

1945.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · Java 11 (first AC) · Tags: implementation, math, sortings
[bobbilyking's solution](#)

1946.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2021-01-17 · Java 11 (first AC) · Tags: dp
[bobbilyking's solution](#)

1947.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2021-01-08 · Java 11 (first AC) · Tags: constructive algorithms, dp, math, number theory
[bobbilyking's solution](#)

1948.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2020-12-09 · Java 11 (first AC) · Tags: implementation, math
[bobbilyking's solution](#)

1949.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2020-12-09 · Java 11 (first AC) · Tags: geometry
[bobbilyking's solution](#)

1950.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2020-12-07 · Java 11 (first AC) · Tags: constructive algorithms, graphs, implementation
[bobbilyking's solution](#)

1951.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · Java 11 (first AC) · Tags: games, geometry, math
[bobbilyking's solution](#)

1952.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[bobbilyking's solution](#)

1953.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2020-11-12 · Java 11 (first AC) · Tags: games, greedy, math
[bobbilyking's solution](#)

1954.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-10-23 · Java 11 (first AC) · Tags: dp
[bobbilyking's solution](#)

1955.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-16 · Java 11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[bobbilyking's solution](#)

1956.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · Java 11 (first AC) · Tags: combinatorics, dp, math

[bobbilyking's solution](#)

1957.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2020-06-19 · Java 11 (first AC) · Tags: brute force, implementation, math, number theory

[bobbilyking's solution](#)

1958.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[bobbilyking's solution](#)

1959.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2020-06-07 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[bobbilyking's solution](#)

1960.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · Java 8 (first AC) · Tags: implementation, math

[bobbilyking's solution](#)

1961.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[bobbilyking's solution](#)

1962.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-02 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[bobbilyking's solution](#)

1963.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[bobbilyking's solution](#)

1964.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[bobbilyking's solution](#)

1965.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[bobbilyking's solution](#)

1966.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[bobbilyking's solution](#)

1967.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[bobbilyking's solution](#)

1968.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[bobbilyking's solution](#)

1969.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[bobbilyking's solution](#)

1970.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[bobbilyking's solution](#)

1971.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[bobbilyking's solution](#)

1972.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[bobbilyking's solution](#)

1973.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[bobbilyking's solution](#)

1974.

1207D

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

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[bobbilyking's solution](#)

1975.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[bobbilyking's solution](#)

1976.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[bobbilyking's solution](#)

1977.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[bobbilyking's solution](#)

1978.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bobbilyking's solution](#)

1979.

1053A

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

Rating: 1800 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[bobbilyking's solution](#)

1980.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bobbilyking's solution](#)

1981.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[bobbilyking's solution](#)

1982.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[bobbilyking's solution](#)

1983.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[bobbilyking's solution](#)

1984.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[bobbilyking's solution](#)

1985.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[bobbilyking's solution](#)

1986.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[bobbilyking's solution](#)

1987.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings
[bobbilyking's solution](#)

1988.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2023-09-07 · Tcl (first AC) · Tags: *special, brute force, math, number theory
[bobbilyking's solution](#)

1989.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[bobbilyking's solution](#)

1990.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[bobbilyking's solution](#)

1991.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[bobbilyking's solution](#)

1992.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[bobbilyking's solution](#)

1993.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers
[bobbilyking's solution](#)

1994.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[bobbilyking's solution](#)

1995.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,549 global accepts · Rating: 1800 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[bobbilyking's solution](#)

1996.

1793D

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1997.

1809D

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1998.

1691D

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1782D

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1750D

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1447D

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2004.

1500A

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2006.

1732C1

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2007.

1709C

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2008.

1734D

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1721D

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2010.

1720D1

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1705D

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2012.

167B

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2013.

1329A

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2014.

933A

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2015.

1552C

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2016.

1648B

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1637D

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1631D

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1611F

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939E

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1038D

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1247D

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1130D2

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989C

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947C

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1295D

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1262D2

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1394A

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371D

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271D

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727D

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1491D

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2087.

1478D

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1381B

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730B

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730A

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1047C

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2101.

1991D

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2102.

1799D1

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2103.

1842D

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2104.

1949C

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2105.

1270D

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2106.

1928D

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2107.

1927F

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2108.

1545B

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2109.

1920D

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2110.

1207E

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2111.

1909D

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2112.

1887A2

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2113.

1887B

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2114.

1463D

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2115.

1076E

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2116.

1105D

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2117.

650B

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2118.

1878F

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2119.

1902E

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2120.

613B

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2121.

1313C2

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Quality: 7,290 global accepts · Rating: 1900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
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2122.

459E

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2123.

448C

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2124.

437D

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2125.

1898D

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2126.

817D

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2127.

1794D

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2128.

1791G2

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2129.

1834D

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2130.

622D

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2131.

1467C

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2132.

1677C

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2133.

1470B

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2134.

1866C

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1613D

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2136.

372B

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2137.

1817B

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2138.

1238D

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2139.

1307D

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2140.

1383B

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2141.

1821D

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2142.

1801C

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2143.

1773A

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2144.

577B

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2145.

1702G1

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2146.

1777D

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2147.

1717D

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Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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2148.

1095F

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2149.

1787D

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2150.

1228D

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2151.

110E

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Rating: 1900 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

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2152.

1774E

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2153.

965D

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2154.

1445D

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Rating: 1900 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

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2155.

1155D

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2156.

950E

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2157.

1749D

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2158.

1746D

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2159.

1738D

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2160.

1739D

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2161.

1708D

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Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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2162.

1375D

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2163.

1696D

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2164.

1700D

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2165.

1697D

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2166.

1689D

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2167.

1679D

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2168.

1659D

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2169.

1661D

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2170.

1656D

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2171.

1651D

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2172.

1647D

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2173.

1650E

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2174.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-03-04 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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2175.

1644E

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2176.

961E

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2177.

1178E

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2178.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2022-02-10 · Java 11 (first AC) · Tags: dp, greedy, math

[bobbilyking's solution](#)

2179.

1265D

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

Rating: 1900 · first AC: 2022-02-02 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[bobbilyking's solution](#)

2180.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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2181.

1611E2

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Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

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2182.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · Java 11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

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2183.

1243D

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2184.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

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2185.

1072D

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2186.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-12 · Java 8 (first AC) · Tags: —

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2187.

1591D

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2188.

1175D

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2189.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2021-11-12 · Java 8 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[bobbilyking's solution](#)

2190.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-28 · Java 11 (first AC) · Tags: brute force, math, number theory

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2191.

1013D

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Rating: 1900 · first AC: 2021-10-27 · last AC: 2021-10-28 · Java 11 (first AC) · Tags: dfs and similar, graphs, matrices

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2192.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · Java 11 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

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2193.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

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2194.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2021-10-09 · Java 11 (first AC) · Tags: dp

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2195.

1036C

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2196.

1029D

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bobbilyking's solution](#)

2197.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-09-10 · Java 11 (first AC) · Tags: binary search, greedy, sortings

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2198.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · Java 11 (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

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2199.

999D

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Quality: 4,897 global accepts · Rating: 1900 · first AC: 2021-08-13 · Java 11 (first AC) · Tags: data structures, greedy, implementation

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2200.

894C

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Quality: 4,628 global accepts · Rating: 1900 · first AC: 2021-08-08 · Java 11 (first AC) · Tags: constructive algorithms, math

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2201.

1237C2

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[bobbilyking's solution](#)

2202.

782D

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-03 · Java 11 (first AC) · Tags: graphs, greedy, shortest paths, strings

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2203.

1547F

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

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2204.

1000D

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2205.

1543C

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2206.

1161B

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Rating: 1900 · first AC: 2021-07-05 · Java 11 (first AC) · Tags: hashing, implementation, strings

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2207.

1421D

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2208.

1353E

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[bobbilyking's solution](#)

2209.

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: greedy, implementation, math

[bobbilyking's solution](#)

2210.

1206D

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Rating: 1900 · first AC: 2021-06-10 · Java 11 (first AC) · Tags: bitmasks, graphs

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2211.

1060D

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2212.

1360G

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[bobbilyking's solution](#)

2213.

1477B

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[bobbilyking's solution](#)

2214.

1430E

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Quality: 7,334 global accepts · Rating: 1900 · first AC: 2021-05-29 · Java 11 (first AC) · Tags: data structures, greedy, strings

[bobbilyking's solution](#)

2215.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-05-27 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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2216.

1272E

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2217.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · Java 11 (first AC) · Tags: constructive algorithms, games
[bobbilyking's solution](#)

2218.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2021-05-20 · Java 11 (first AC) · Tags: binary search, brute force, math
[bobbilyking's solution](#)

2219.

1077F1

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Quality: 5,350 global accepts · Rating: 1900 · first AC: 2021-05-17 · Java 11 (first AC) · Tags: dp
[bobbilyking's solution](#)

2220.

1509D

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

Rating: 1900 · first AC: 2021-05-17 · Java 11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[bobbilyking's solution](#)

2221.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-05-14 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[bobbilyking's solution](#)

2222.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2021-04-08 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
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2223.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2021-03-24 · Java 11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[bobbilyking's solution](#)

2224.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2021-03-24 · Java 11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[bobbilyking's solution](#)

2225.

1260D

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

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: binary search, dp, greedy, sortings
[bobbilyking's solution](#)

2226.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: data structures, dp, greedy, implementation
[bobbilyking's solution](#)

2227.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings
[bobbilyking's solution](#)

2228.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: dfs and similar, dp, flows, hashing
[bobbilyking's solution](#)

2229.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
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2230.

1163C1

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[bobbilyking's solution](#)

2231.

292E

[Copying Data](#) · [Tutorial](#)

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[bobbilyking's solution](#)

2232.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-03-11 · Java 11 (first AC) · Tags: binary search, data structures, greedy, implementation
[bobbilyking's solution](#)

2233.

1475F

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[bobbilyking's solution](#)

2234.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-17 · Java 11 (first AC) · Tags: constructive algorithms, implementation
[bobbilyking's solution](#)

2235.

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · Java 11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy,

trees

[bobbilyking's solution](#)

2236.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[bobbilyking's solution](#)

2237.

883G

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Quality: 1,518 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[bobbilyking's solution](#)

2238.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[bobbilyking's solution](#)

2239.

20C

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Quality: 46,902 global accepts · Rating: 1900 · first AC: 2020-06-08 · Java 11 (first AC) · Tags: graphs, shortest paths

[bobbilyking's solution](#)

2240.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

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[bobbilyking's solution](#)

2241.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[bobbilyking's solution](#)

2242.

1827B1

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[bobbilyking's solution](#)

2243.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[bobbilyking's solution](#)

2244.

156C

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Quality: 2,625 global accepts · Rating: 2000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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2245.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

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[bobbilyking's solution](#)

2246.

842C

[Ilya And The Tree](#) · [Tutorial](#)

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[bobbilyking's solution](#)

2247.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[bobbilyking's solution](#)

2248.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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2249.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

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2250.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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2251.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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2252.

1951D

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Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bobbilyking's solution](#)

2253.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

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2254.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[bobbilyking's solution](#)

2255.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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2256.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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2257.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2023-03-28 · last AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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2258.

1936B

[Pinball](#) · [Tutorial](#)

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2259.

1923E

[Count Paths](#) · [Tutorial](#)

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2260.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

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2261.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

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2262.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bobbilyking's solution](#)

2263.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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2264.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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2265.

920F

[SUM and REPLACE](#) · [Tutorial](#)

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number theory

[bobbilyking's solution](#)

2266.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[bobbilyking's solution](#)

2267.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

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2268.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[bobbilyking's solution](#)

2269.

368E

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, implementation

[bobbilyking's solution](#)

2270.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[bobbilyking's solution](#)

2271.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-03-29 · last AC: 2023-11-21 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, math

[bobbilyking's solution](#)

2272.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[bobbilyking's solution](#)

2273.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

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2274.

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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2275.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[bobbilyking's solution](#)

2276.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[bobbilyking's solution](#)

2277.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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2278.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[bobbilyking's solution](#)

2279.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[bobbilyking's solution](#)

2280.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[bobbilyking's solution](#)

2281.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[bobbilyking's solution](#)

2282.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[bobbilyking's solution](#)

2283.

64F

[Domain](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 2000 · first AC: 2023-09-07 · Tcl (first AC) · Tags: *special, expression parsing

[bobbilyking's solution](#)

2284.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[bobbilyking's solution](#)

2285.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[bobbilyking's solution](#)

2286.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[bobbilyking's solution](#)

2287.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[bobbilyking's solution](#)

2288.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[bobbilyking's solution](#)

2289.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[bobbilyking's solution](#)

2290.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[bobbilyking's solution](#)

2291.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[bobbilyking's solution](#)

2292.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[bobbilyking's solution](#)

2293.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[bobbilyking's solution](#)

2294.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[bobbilyking's solution](#)

2295.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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2296.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

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2297.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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2298.

380C

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Quality: 19,781 global accepts · Rating: 2000 · first AC: 2021-03-12 · last AC: 2023-01-16 · Java 11 (first AC) · Tags: data structures, schedules

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2299.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

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2300.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

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2301.

1363E

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Quality: 7,500 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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2302.

1345D

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Rating: 2000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

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2303.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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2304.

1754E

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Rating: 2000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[bobbilyking's solution](#)

2305.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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2306.

954G

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Quality: 2,401 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy, two pointers

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2307.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[bobbilyking's solution](#)

2308.

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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2309.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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2310.

933B

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Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[bobbilyking's solution](#)

2311.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[bobbilyking's solution](#)

2312.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[bobbilyking's solution](#)

2313.

1638D

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Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-19 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[bobbilyking's solution](#)

2314.

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-02-18 · last AC: 2022-02-18 · Java 11 (first AC) · Tags: bitmasks, combinatorics, dp, math

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2315.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2022-02-18 · Java 11 (first AC) · Tags: geometry

[bobbilyking's solution](#)

2316.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, greedy, implementation

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2317.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: constructive algorithms, interactive, math

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2318.

1301D

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Quality: 4,236 global accepts · Rating: 2000 · first AC: 2022-02-05 · Java 11 (first AC) · Tags: constructive algorithms, graphs, implementation

[bobbilyking's solution](#)

2319.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

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2320.

1624E

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-28 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[bobbilyking's solution](#)

2321.

1619F

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Quality: 2,340 global accepts · Rating: 2000 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

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2322.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-19 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy

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2323.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-12 · Java 8 (first AC) · Tags: —

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2324.

1487E

[Cheap Dinner](#) · [Tutorial](#)

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2325.

1101D

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[bobbilyking's solution](#)

2326.

1210C

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2327.

1244C

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Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-10-31 · Java 11 (first AC) · Tags: brute force, math, number theory
[bobbilyking's solution](#)

2328.

1359E

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Quality: 6,733 global accepts · Rating: 2000 · first AC: 2021-10-29 · Java 11 (first AC) · Tags: combinatorics, math, number theory
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2329.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-24 · Java 11 (first AC) · Tags: brute force, constructive algorithms, math
[bobbilyking's solution](#)

2330.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
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2331.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-09-07 · Java 11 (first AC) · Tags: brute force, data structures, dp
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2332.

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[bobbilyking's solution](#)

2333.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-20 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dp
[bobbilyking's solution](#)

2334.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-19 · Java 11 (first AC) · Tags: binary search, greedy
[bobbilyking's solution](#)

2335.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-17 · Java 11 (first AC) · Tags: constructive algorithms, greedy
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2336.

761E

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Quality: 2,373 global accepts · Rating: 2000 · first AC: 2021-08-15 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
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2337.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2021-08-14 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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2338.

999E

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Quality: 7,855 global accepts · Rating: 2000 · first AC: 2021-08-13 · Java 11 (first AC) · Tags: dfs and similar, graphs, greedy
[bobbilyking's solution](#)

2339.

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-08-13 · Java 11 (first AC) · Tags: dp
[bobbilyking's solution](#)

2340.

767C

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Quality: 4,636 global accepts · Rating: 2000 · first AC: 2021-08-12 · Java 11 (first AC) · Tags: dfs and similar, graphs, greedy, trees
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2341.

1237D

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[bobbilyking's solution](#)

2342.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-21 · Java 11 (first AC) · Tags: brute force, combinatorics, greedy
[bobbilyking's solution](#)

2343.

749D

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Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-07-14 · Java 11 (first AC) · Tags: binary search, data structures
[bobbilyking's solution](#)

2344.

864E

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[bobbilyking's solution](#)

2345.

1161C

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Rating: 2000 · first AC: 2021-07-05 · Java 11 (first AC) · Tags: games
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2346.

1294F

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2347.

1060E

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2348.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-06-03 · Java 11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[bobbilyking's solution](#)

2349.

1256F

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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-05-30 · Java 11 (first AC) · Tags: constructive algorithms, sortings, strings
[bobbilyking's solution](#)

2350.

1417E

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Rating: 2000 · first AC: 2021-05-24 · last AC: 2021-05-24 · Java 11 (first AC) · Tags: bitmasks, divide and conquer, strings, trees
[bobbilyking's solution](#)

2351.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-05-24 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[bobbilyking's solution](#)

2352.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2021-05-23 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
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2353.

1525C

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Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · Java 11 (first AC) · Tags: data structures, greedy, implementation, sortings
[bobbilyking's solution](#)

2354.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-05-10 · Java 11 (first AC) · Tags: dp
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2355.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-05-10 · Java 11 (first AC) · Tags: data structures, dfs and similar, greedy, trees
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2356.

1514D

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2357.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2021-05-07 · Java 8 (first AC) · Tags: binary search, dp, greedy
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2358.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · Java 8 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
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2359.

118E

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Quality: 8,436 global accepts · Rating: 2000 · first AC: 2021-03-25 · Java 11 (first AC) · Tags: dfs and similar, graphs

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2360.

242E

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Quality: 11,863 global accepts · Rating: 2000 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: bitmasks, data structures

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2361.

1438C

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Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · Java 11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

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2362.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[bobbilyking's solution](#)

2363.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-06-09 · Java 11 (first AC) · Tags: brute force, math

[bobbilyking's solution](#)

2364.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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2365.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[bobbilyking's solution](#)

2366.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

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2367.

571A

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Quality: 2,681 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[bobbilyking's solution](#)

2368.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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2369.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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2370.

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

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2371.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

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2372.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[bobbilyking's solution](#)

2373.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[bobbilyking's solution](#)

2374.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[bobbilyking's solution](#)

2375.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-03-21 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[bobbilyking's solution](#)

2376.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[bobbilyking's solution](#)

2377.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[bobbilyking's solution](#)

2378.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[bobbilyking's solution](#)

2379.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, ternary search

[bobbilyking's solution](#)

2380.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[bobbilyking's solution](#)

2381.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[bobbilyking's solution](#)

2382.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[bobbilyking's solution](#)

2383.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[bobbilyking's solution](#)

2384.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, greedy

[bobbilyking's solution](#)

2385.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

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2386.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[bobbilyking's solution](#)

2387.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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2388.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry

[bobbilyking's solution](#)

2389.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[bobbilyking's solution](#)

2390.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
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2391.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, ternary search
[bobbilyking's solution](#)

2392.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[bobbilyking's solution](#)

2393.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[bobbilyking's solution](#)

2394.

1039B

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1418D

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2492.

1479B2

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2493.

1252K

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2494.

474F

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2495.

498C

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2496.

546E

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2497.

804C

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2498.

2062D

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2499.

2034E

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2500.

1765F

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Quality: 761 global accepts · Rating: 2200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, probabilities
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2501.

1991F

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2502.

1220E

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2503.

1737D

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2504.

1656E

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2505.

1808E1

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Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-09 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

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2506.

1949F

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Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

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2507.

1777E

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Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-02-21 · last AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

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2508.

1858D

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Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

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2509.

526D

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2510.

1039C

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875D

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2512.

1504E

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Rating: 2200 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

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2513.

553C

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2514.

920G

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Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

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2515.

305D

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2516.

839D

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Quality: 3,552 global accepts · Rating: 2200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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2517.

1097D

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2518.

280C

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2519.

946E

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2520.

1110D

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2521.

616E

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2522.

1253E

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2523.

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448E

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2525.

560E

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2526.

1898E

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429D

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2528.

1837E

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2529.

1456C

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2530.

622E

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2531.

1841E

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2532.

1567E

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2533.

850C

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2534.

1616E

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2535.

1468H

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Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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2536.

1467D

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2537.

1848D

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2538.

1860D

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2539.

1227F1

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2540.

1559E

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2541.

1551F

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2542.

678E

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2543.

587C

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2544.

592D

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2545.

402E

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2546.

1238F

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2547.

1238E

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2548.

1535E

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2549.

1400E

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2550.

1788E

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2551.

1806E

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2552.

1641C

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2553.

1659E

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2554.

11D

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2555.

1730D

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2556.

1800G

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2557.

1303E

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2558.

1311E

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2559.

1789D

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2560.

1515E

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2561.

980E

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2562.

1336C

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2563.

1763E

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2564.

1763D

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2565.

1721E

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Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

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2566.

1670E

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2567.

1672E

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Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

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2568.

1630C

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Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

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2569.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

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2570.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

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2571.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

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2572.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-02-04 · Java 11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

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2573.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

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2574.

1154G

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Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-11-02 · Java 8 (first AC) · Tags: brute force, greedy, math, number theory
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2575.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-10-31 · Java 11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
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2576.

1333F

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Quality: 4,573 global accepts · Rating: 2200 · first AC: 2021-10-29 · Java 11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
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2577.

1575K

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Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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2578.

1114E

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2579.

1485D

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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-09-27 · Java 11 (first AC) · Tags: constructive algorithms, graphs, math, number theory
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2580.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
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2581.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-08-04 · last AC: 2021-08-04 · Java 11 (first AC) · Tags: dp, hashing, strings
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2582.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-07-18 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
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2583.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
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2584.

1335F

[Robots on a Grid](#) · [Tutorial](#)

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[bobbilyking's solution](#)

2585.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · last AC: 2021-05-28 · Java 11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[bobbilyking's solution](#)

2586.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-25 · Java 11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[bobbilyking's solution](#)

2587.

1262E

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-05-23 · Java 11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[bobbilyking's solution](#)

2588.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2021-03-26 · Java 11 (first AC) · Tags: dp

[bobbilyking's solution](#)

2589.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2021-03-12 · Java 11 (first AC) · Tags: data structures

[bobbilyking's solution](#)

2590.

1047D

[Little C Loves 3 II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-19 · Java 11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[bobbilyking's solution](#)

2591.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[bobbilyking's solution](#)

2592.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[bobbilyking's solution](#)

2593.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[bobbilyking's solution](#)

2594.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[bobbilyking's solution](#)

2595.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[bobbilyking's solution](#)

2596.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[bobbilyking's solution](#)

2597.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[bobbilyking's solution](#)

2598.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[bobbilyking's solution](#)

2599.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[bobbilyking's solution](#)

2600.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[bobbilyking's solution](#)

2601.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[bobbilyking's solution](#)

2602.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[bobbilyking's solution](#)

2603.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[bobbilyking's solution](#)

2604.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
[bobbilyking's solution](#)

2605.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
[bobbilyking's solution](#)

2606.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[bobbilyking's solution](#)

2607.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[bobbilyking's solution](#)

2608.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[bobbilyking's solution](#)

2609.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-03-19 · Java 8 (first AC) · Tags: dp
[bobbilyking's solution](#)

2610.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
[bobbilyking's solution](#)

2611.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[bobbilyking's solution](#)

2612.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[bobbilyking's solution](#)

2613.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[bobbilyking's solution](#)

2614.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[bobbilyking's solution](#)

2615.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[bobbilyking's solution](#)

2616.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[bobbilyking's solution](#)

2617.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[bobbilyking's solution](#)

2618.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[bobbilyking's solution](#)

2619.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[bobbilyking's solution](#)

2620.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[bobbilyking's solution](#)

2621.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[bobbilyking's solution](#)

2622.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[bobbilyking's solution](#)

2623.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-01-07 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[bobbilyking's solution](#)

2624.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[bobbilyking's solution](#)

2625.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[bobbilyking's solution](#)

2626.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[bobbilyking's solution](#)

2627.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[bobbilyking's solution](#)

2628.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-12-17 · last AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[bobbilyking's solution](#)

2629.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[bobbilyking's solution](#)

2630.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[bobbilyking's solution](#)

2631.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[bobbilyking's solution](#)

2632.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[bobbilyking's solution](#)

2633.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[bobbilyking's solution](#)

2634.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: games

[bobbilyking's solution](#)

2635.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[bobbilyking's solution](#)

2636.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[bobbilyking's solution](#)

2637.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[bobbilyking's solution](#)

2638.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[bobbilyking's solution](#)

2639.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2023-12-11 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[bobbilyking's solution](#)

2640.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[bobbilyking's solution](#)

2641.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[bobbilyking's solution](#)

2642.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[bobbilyking's solution](#)

2643.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[bobbilyking's solution](#)

2644.

167C

[Wizards and Numbers](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[bobbilyking's solution](#)

2645.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[bobbilyking's solution](#)

2646.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[bobbilyking's solution](#)

2647.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[bobbilyking's solution](#)

2648.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[bobbilyking's solution](#)

2649.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[bobbilyking's solution](#)

2650.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bobbilyking's solution](#)

2651.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[bobbilyking's solution](#)

2652.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[bobbilyking's solution](#)

2653.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[bobbilyking's solution](#)

2654.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[bobbilyking's solution](#)

2655.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[bobbilyking's solution](#)

2656.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[bobbilyking's solution](#)

2657.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[bobbilyking's solution](#)

2658.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[bobbilyking's solution](#)

2659.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bobbilyking's solution](#)

2660.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[bobbilyking's solution](#)

2661.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[bobbilyking's solution](#)

2662.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[bobbilyking's solution](#)

2663.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[bobbilyking's solution](#)

2664.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[bobbilyking's solution](#)

2665.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[bobbilyking's solution](#)

2666.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[bobbilyking's solution](#)

2667.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[bobbilyking's solution](#)

2668.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[bobbilyking's solution](#)

2669.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[bobbilyking's solution](#)

2670.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[bobbilyking's solution](#)

2671.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[bobbilyking's solution](#)

2672.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[bobbilyking's solution](#)

2673.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[bobbilyking's solution](#)

2674.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[bobbilyking's solution](#)

2675.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[bobbilyking's solution](#)

2676.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2022-02-19 · Java 11 (first AC) · Tags: math, matrices

[bobbilyking's solution](#)

2677.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-02-07 · Java 11 (first AC) · Tags: dp

[bobbilyking's solution](#)

2678.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[bobbilyking's solution](#)

2679.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[bobbilyking's solution](#)

2680.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · Java 11 (first AC) · Tags: brute force, dp, implementation, math, trees

[bobbilyking's solution](#)

2681.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · Java 11 (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[bobbilyking's solution](#)

2682.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-07-21 · Java 11 (first AC) · Tags: data structures, greedy

[bobbilyking's solution](#)

2683.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2021-07-03 · Java 11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[bobbilyking's solution](#)

2684.

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[bobbilyking's solution](#)

2685.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2021-06-07 · Java 11 (first AC) · Tags: dp, greedy

[bobbilyking's solution](#)

2686.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-05-19 · Java 11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[bobbilyking's solution](#)

2687.

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-04-10 · Java 8 (first AC) · Tags: brute force, games, greedy

[bobbilyking's solution](#)

2688.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[bobbilyking's solution](#)

2689.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[bobbilyking's solution](#)

2690.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[bobbilyking's solution](#)

2691.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[bobbilyking's solution](#)

2692.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[bobbilyking's solution](#)

2693.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[bobbilyking's solution](#)

2694.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[bobbilyking's solution](#)

2695.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[bobbilyking's solution](#)

2696.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[bobbilyking's solution](#)

2697.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[bobbilyking's solution](#)

2698.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[bobbilyking's solution](#)

2699.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[bobbilyking's solution](#)

2700.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[bobbilyking's solution](#)

2701.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[bobbilyking's solution](#)

2702.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[bobbilyking's solution](#)

2703.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[bobbilyking's solution](#)

2704.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[bobbilyking's solution](#)

2705.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bobbilyking's solution](#)

2706.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[bobbilyking's solution](#)

2707.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[bobbilyking's solution](#)

2708.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[bobbilyking's solution](#)

2709.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[bobbilyking's solution](#)

2710.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[bobbilyking's solution](#)

2711.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[bobbilyking's solution](#)

2712.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[bobbilyking's solution](#)

2713.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[bobbilyking's solution](#)

2714.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[bobbilyking's solution](#)

2715.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[bobbilyking's solution](#)

2716.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[bobbilyking's solution](#)

2717.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[bobbilyking's solution](#)

2718.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft
[bobbilyking's solution](#)

2719.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices
[bobbilyking's solution](#)

2720.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[bobbilyking's solution](#)

2721.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[bobbilyking's solution](#)

2722.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[bobbilyking's solution](#)

2723.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[bobbilyking's solution](#)

2724.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, number theory
[bobbilyking's solution](#)

2725.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[bobbilyking's solution](#)

2726.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[bobbilyking's solution](#)

2727.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees
[bobbilyking's solution](#)

2728.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[bobbilyking's solution](#)

2729.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[bobbilyking's solution](#)

2730.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[bobbilyking's solution](#)

2731.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[bobbilyking's solution](#)

2732.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
[bobbilyking's solution](#)

2733.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[bobbilyking's solution](#)

2734.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[bobbilyking's solution](#)

2735.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[bobbilyking's solution](#)

2736.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[bobbilyking's solution](#)

2737.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[bobbilyking's solution](#)

2738.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[bobbilyking's solution](#)

2739.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[bobbilyking's solution](#)

2740.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · last AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[bobbilyking's solution](#)

2741.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[bobbilyking's solution](#)

2742.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[bobbilyking's solution](#)

2743.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and

similar, dsu, greedy, trees

[bobbilyking's solution](#)

2744.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[bobbilyking's solution](#)

2745.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[bobbilyking's solution](#)

2746.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[bobbilyking's solution](#)

2747.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[bobbilyking's solution](#)

2748.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[bobbilyking's solution](#)

2749.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[bobbilyking's solution](#)

2750.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[bobbilyking's solution](#)

2751.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[bobbilyking's solution](#)

2752.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[bobbilyking's solution](#)

2753.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[bobbilyking's solution](#)

2754.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[bobbilyking's solution](#)

2755.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[bobbilyking's solution](#)

2756.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[bobbilyking's solution](#)

2757.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[bobbilyking's solution](#)

2758.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[bobbilyking's solution](#)

2759.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[bobbilyking's solution](#)

2760.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobbilyking's solution](#)

2761.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2022-02-19 · Java 11 (first AC) · Tags: bitmasks, dp, math, matrices

[bobbilyking's solution](#)

2762.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[bobbilyking's solution](#)

2763.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-26 · Java 11 (first AC) · Tags: dfs and similar, greedy, trees

[bobbilyking's solution](#)

2764.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[bobbilyking's solution](#)

2765.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2021-08-13 · Java 11 (first AC) · Tags: greedy

[bobbilyking's solution](#)

2766.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-06-11 · Java 11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[bobbilyking's solution](#)

2767.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[bobbilyking's solution](#)

2768.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[bobbilyking's solution](#)

2769.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[bobbilyking's solution](#)

2770.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bobbilyking's solution](#)

2771.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[bobbilyking's solution](#)

2772.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, interactive, sortings

[bobbilyking's solution](#)

2773.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[bobbilyking's solution](#)

2774.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[bobbilyking's solution](#)

2775.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[bobbilyking's solution](#)

2776.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[bobbilyking's solution](#)

2777.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[bobbilyking's solution](#)

2778.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-09-07 · last AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[bobbilyking's solution](#)

2779.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[bobbilyking's solution](#)

2780.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bobbilyking's solution](#)

2781.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[bobbilyking's solution](#)

2782.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[bobbilyking's solution](#)

2783.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[bobbilyking's solution](#)

2784.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[bobbilyking's solution](#)

2785.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[bobbilyking's solution](#)

2786.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[bobbilyking's solution](#)

2787.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[bobbilyking's solution](#)

2788.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[bobbilyking's solution](#)

2789.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[bobbilyking's solution](#)

2790.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[bobbilyking's solution](#)

2791.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[bobbilyking's solution](#)

2792.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[bobbilyking's solution](#)

2793.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[bobbilyking's solution](#)

2794.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[bobbilyking's solution](#)

2795.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[bobbilyking's solution](#)

2796.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[bobbilyking's solution](#)

2797.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[bobbilyking's solution](#)

2798.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[bobbilyking's solution](#)

2799.

1087F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

2800.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[bobbilyking's solution](#)

2801.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[bobbilyking's solution](#)

2802.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[bobbilyking's solution](#)

2803.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures,

strings

[bobbilyking's solution](#)

2804.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[bobbilyking's solution](#)

2805.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[bobbilyking's solution](#)

2806.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation

[bobbilyking's solution](#)

2807.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[bobbilyking's solution](#)

2808.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[bobbilyking's solution](#)

2809.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[bobbilyking's solution](#)

2810.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[bobbilyking's solution](#)

2811.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, two pointers

[bobbilyking's solution](#)

2812.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, schedules, sortings

[bobbilyking's solution](#)

2813.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[bobbilyking's solution](#)

2814.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[bobbilyking's solution](#)

2815.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[bobbilyking's solution](#)

2816.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[bobbilyking's solution](#)

2817.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[bobbilyking's solution](#)

2818.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[bobbilyking's solution](#)

2819.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[bobbilyking's solution](#)

2820.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[bobbilyking's solution](#)

2821.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[bobbilyking's solution](#)

2822.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[bobbilyking's solution](#)

2823.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, greedy, math

[bobbilyking's solution](#)

2824.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[bobbilyking's solution](#)

2825.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-11-04 · Java 11 (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[bobbilyking's solution](#)

2826.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-15 · Java 11 (first AC) · Tags: dfs and similar, graphs, greedy

[bobbilyking's solution](#)

2827.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[bobbilyking's solution](#)

2828.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-05-13 · last AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[bobbilyking's solution](#)

2829.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[bobbilyking's solution](#)

2830.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[bobbilyking's solution](#)

2831.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[bobbilyking's solution](#)

2832.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[bobbilyking's solution](#)

2833.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[bobbilyking's solution](#)

2834.

1417F

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

Rating: 2600 · first AC: 2023-11-09 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[bobbilyking's solution](#)

2835.

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

[bobbilyking's solution](#)

2836.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[bobbilyking's solution](#)

2837.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[bobbilyking's solution](#)

2838.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bobbilyking's solution](#)

2839.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[bobbilyking's solution](#)

2840.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[bobbilyking's solution](#)

2841.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[bobbilyking's solution](#)

2842.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[bobbilyking's solution](#)

2843.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[bobbilyking's solution](#)

2844.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: fft

[bobbilyking's solution](#)

2845.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[bobbilyking's solution](#)

2846.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[bobbilyking's solution](#)

2847.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[bobbilyking's solution](#)

2848.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[bobbilyking's solution](#)

2849.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[bobbilyking's solution](#)

2850.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[bobbilyking's solution](#)

2851.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[bobbilyking's solution](#)

2852.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[bobbilyking's solution](#)

2853.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[bobbilyking's solution](#)

2854.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[bobbilyking's solution](#)

2855.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[bobbilyking's solution](#)

2856.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[bobbilyking's solution](#)

2857.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[bobbilyking's solution](#)

2858.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-01-12 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[bobbilyking's solution](#)

2859.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[bobbilyking's solution](#)

2860.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[bobbilyking's solution](#)

2861.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[bobbilyking's solution](#)

2862.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[bobbilyking's solution](#)

2863.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[bobbilyking's solution](#)

2864.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[bobbilyking's solution](#)

2865.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[bobbilyking's solution](#)

2866.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-01-01 · last AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers
[bobbilyking's solution](#)

2867.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[bobbilyking's solution](#)

2868.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[bobbilyking's solution](#)

2869.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation
[bobbilyking's solution](#)

2870.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[bobbilyking's solution](#)

2871.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[bobbilyking's solution](#)

2872.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[bobbilyking's solution](#)

2873.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[bobbilyking's solution](#)

2874.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[bobbilyking's solution](#)

2875.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[bobbilyking's solution](#)

2876.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[bobbilyking's solution](#)

2877.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[bobbilyking's solution](#)

2878.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-02-15 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[bobbilyking's solution](#)

2879.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
[bobbilyking's solution](#)

2880.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp
[bobbilyking's solution](#)

2881.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[bobbilyking's solution](#)

2882.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[bobbilyking's solution](#)

2883.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[bobbilyking's solution](#)

2884.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[bobbilyking's solution](#)

2885.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bobbilyking's solution](#)

2886.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-06-30 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[bobbilyking's solution](#)

2887.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[bobbilyking's solution](#)

2888.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[bobbilyking's solution](#)

2889.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees

[bobbilyking's solution](#)

2890.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-16 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[bobbilyking's solution](#)

2891.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[bobbilyking's solution](#)

2892.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp,

greedy, math

[bobbilyking's solution](#)

2893.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[bobbilyking's solution](#)

2894.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-09-14 · last AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[bobbilyking's solution](#)

2895.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[bobbilyking's solution](#)

2896.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[bobbilyking's solution](#)

2897.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[bobbilyking's solution](#)

2898.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[bobbilyking's solution](#)

2899.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-08 · last AC: 2024-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[bobbilyking's solution](#)

2900.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, trees

[bobbilyking's solution](#)

2901.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[bobbilyking's solution](#)

2902.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

sortings, two pointers
[bobbilyking's solution](#)

2903.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2025-01-11 · last AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[bobbilyking's solution](#)

2904.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-03-08 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[bobbilyking's solution](#)

2905.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bobbilyking's solution](#)

2906.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[bobbilyking's solution](#)

2907.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[bobbilyking's solution](#)

2908.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[bobbilyking's solution](#)

2909.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[bobbilyking's solution](#)

2910.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[bobbilyking's solution](#)

2911.

105859E

[Cheese Touch](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

2912.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[bobbilyking's solution](#)

2913.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2914.

105553E

[Crossroads](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: —
[bobbilyking's solution](#)

2915.

105553F

[Topsy Chick](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2916.

105553H

[The Fo Sho](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2917.

105553G

[Fried Avocado](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2918.

105553B

[Baja Shrimp](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2919.

105553D

[Fresh Avocado](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2920.

102984H

[Stone Catch Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2921.

105254R

[Zoo Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2922.

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2923.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2924.

104427K

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2925.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2926.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2927.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2928.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2929.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2930.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2931.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2932.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2933.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2934.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2935.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2936.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2937.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2938.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2939.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2940.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2941.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2942.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2943.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2944.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2945.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2946.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2947.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2948.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2949.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2950.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2951.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2952.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2953.

104633E

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

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2954.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2955.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2956.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2957.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

2958.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

2959.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

2960.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

2961.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, implementation

[bobbilyking's solution](#)

2962.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[bobbilyking's solution](#)

2963.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, brute force, schedules

[bobbilyking's solution](#)

2964.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings

[bobbilyking's solution](#)

2965.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[bobbilyking's solution](#)

2966.

105062C

[The Other Half](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

2967.

105062E

[Fixing Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: —

[bobbilyking's solution](#)

2968.

105062B

[TheForces ORZ](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: —

[bobbilyking's solution](#)

2969.

105062D

[Important Memories](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: —

[bobbilyking's solution](#)

2970.

105062A

[Is It Rated??](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: —

[bobbilyking's solution](#)

2971.

105062F

[Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

2972.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[bobbilyking's solution](#)

2973.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[bobbilyking's solution](#)

2974.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[bobbilyking's solution](#)

2975.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[bobbilyking's solution](#)

2976.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[bobbilyking's solution](#)

2977.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[bobbilyking's solution](#)

2978.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[bobbilyking's solution](#)

2979.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2980.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2981.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2982.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2983.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2984.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · Python 3 (first AC) · Tags: —
[bobbilyking's solution](#)

2985.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2986.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

2987.

103102I

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

Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2988.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2989.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2990.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2991.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2992.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2993.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2994.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2995.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2996.

104128I

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

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2997.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2998.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

2999.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3000.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3001.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3002.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3003.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3004.

104197D

[Distance Parities](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3005.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3006.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3007.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3008.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3009.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3010.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3011.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3012.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · last AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3013.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3014.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3015.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3016.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3017.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3018.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3019.

102192A

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

Rating: — · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3020.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3021.

104871I

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

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3022.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3023.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3024.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3025.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3026.

104745G

[XOR + Constructive = Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3027.

104745I

[Fake bills](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3028.

104745M

[The battle of Helm's Deep](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3029.

104745H

[Menorca's ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3030.

104745N

[The Omer's orange tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3031.

104745O

[Bea the maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3032.

104745J

[Force Perturbation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3033.

104745K

[Óscar and his battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3034.

104745D

[jbum](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3035.

104745L

[Random intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3036.

104745F

[Harry Potter in CMS](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3037.

104745E

[Looking for palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Python 3 (first AC) · Tags: —
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3038.

104745C

[Maximum profit](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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3039.

104745B

[Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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3040.

104745A

[Saving the cinema](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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3041.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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3042.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3043.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3044.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · PyPy 3-64 (first AC) · Tags: —
[bobbilyking's solution](#)

3045.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3046.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3047.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · PyPy 3-64 (first AC) · Tags: —
[bobbilyking's solution](#)

3048.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · PyPy 3-64 (first AC) · Tags: —
[bobbilyking's solution](#)

3049.

100589F

[Count Ways](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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3050.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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3051.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3052.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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3053.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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3054.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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3055.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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3056.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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3057.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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3058.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3059.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: —
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3060.

104596B

[Bio Trip](#) · [Tutorial](#)

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3061.

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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3062.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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3063.

104596H

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

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3064.

104596J

[Taxed Editor](#) · [Tutorial](#)

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3065.

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[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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3066.

104596E

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3067.

104596A

[Retribution!](#) · [Tutorial](#)

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3068.

104596F

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3069.

104017I

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104017E

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3076.

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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3077.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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3078.

104120G

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3079.

104120I

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3080.

104120J

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3081.

104120D

[Denji1](#) · [Tutorial](#)

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3082.

104120L

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3083.

104120B

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3084.

104120K

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3085.

104120C

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3086.

104120A

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3087.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

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3088.

104466J

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Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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3089.

104466B

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Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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3090.

104466C

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Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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3091.

104466I

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Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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3092.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3093.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3094.

104466M

[Mischievous Math](#) · [Tutorial](#)

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3095.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

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3096.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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3097.

102966J

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Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3098.

102966M

[Magic Spells](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3099.

102966F

[Fitness Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3100.

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3101.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3102.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3103.

102966H

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

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3104.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3105.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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3106.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3107.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3108.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3109.

104172L

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

Rating: — · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3110.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · PyPy 3-64 (first AC) · Tags: —
[bobbilyking's solution](#)

3111.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3112.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · PyPy 3-64 (first AC) · Tags: —
[bobbilyking's solution](#)

3113.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3114.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3115.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3116.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3117.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3118.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3119.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3120.

104393B

[BWS Baker Web Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3121.

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3122.

104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3123.

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3124.

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3125.

104393D

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

Rating: — · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3126.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3127.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3128.

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3129.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3130.

103940B

[Binahuatls Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3131.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3132.

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3133.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3134.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3135.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3136.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3137.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3138.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3139.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3140.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3141.

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3142.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3143.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3144.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3145.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3146.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3147.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3148.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3149.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3150.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · Python 3 (first AC) · Tags: —
[bobbilyking's solution](#)

3151.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3152.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3153.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3154.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · Python 3 (first AC) · Tags: —
[bobbilyking's solution](#)

3155.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3156.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3157.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3158.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3159.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3160.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3161.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3162.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3163.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3164.

102791J

[Divide The String](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3165.

102791I

[String Reversal](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3166.

102791H

[String Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3167.

102791G

[Parking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3168.

102791C

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

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3169.

102791E

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

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3170.

102791D

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3171.

102791F

[Deposit](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3172.

102791B

[Look At The Same One](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3173.

102791A

[Christmas Ornaments](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3174.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3175.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3176.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3177.

103483F

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

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3178.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3179.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3180.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3181.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, brute force, implementation
[bobbilyking's solution](#)

3182.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[bobbilyking's solution](#)

3183.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory
[bobbilyking's solution](#)

3184.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, strings
[bobbilyking's solution](#)

3185.

104168D2

[Nested Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3186.

101555H

[Private Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3187.

101555I

[Prime Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3188.

101555G

[Car Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3189.

101555F

[Knigs of the Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3190.

101555B

[Mega Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3191.

101555A

[Robots on a grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3192.

101555D

[Elevator Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3193.

101555E

[Is](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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3194.

101555C

[Death Knight Hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3195.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3196.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3197.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3198.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3199.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3200.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3201.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3202.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3203.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3204.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3205.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3206.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · last AC: 2023-03-17 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3207.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3208.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3209.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3210.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3211.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3212.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3213.

101845L

[L-shapes](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3214.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3215.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3216.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · Python 3 (first AC) · Tags: —

[bobbilyking's solution](#)

3217.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3218.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3219.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3220.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3221.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3222.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3223.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3224.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3225.

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3226.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3227.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · Python 3 (first AC) · Tags: —

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3228.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3229.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3230.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3231.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3232.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3233.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3234.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3235.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3236.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3237.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3238.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3239.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3240.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3241.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3242.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3243.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3244.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3245.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3246.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3247.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3248.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3249.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3250.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3251.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3252.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[bobbilyking's solution](#)

3253.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3254.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3255.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3256.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3257.

101561A

[Alphabet Soup](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3258.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · last AC: 2023-02-01 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3259.

103048A

[Abstract Algebra](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3260.

103048D

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3261.

103048G

[Group QQ Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3262.

103048E

[Edge Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3263.

103048I

[I Love You](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3264.

103048K

[K-Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3265.

103048C

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · Python 2 (first AC) · Tags: —

[bobbilyking's solution](#)

3266.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3267.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3268.

101572D

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

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3269.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3270.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3271.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3272.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3273.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3274.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3275.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3276.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3277.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3278.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3279.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3280.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3281.

101472E

[Stripe](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · last AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3282.

101472B

[Bitris](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · last AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3283.

103158D

[2wix](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3284.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · last AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3285.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3286.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3287.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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3288.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3289.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3290.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3291.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3292.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · PyPy 3 (first AC) · Tags: —

[bobbilyking's solution](#)

3293.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3294.

104015L

[RBS](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3295.

104015G

[Training Session](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3296.

104015K

[Staircases](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3297.

104015H

[Colored Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3298.

104015J

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

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3299.

104015D

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

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3300.

104015E

[Delete Two Elements](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3301.

104015I

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3302.

104015C

[Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3303.

104015F

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3304.

104015B

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3305.

104015A

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3306.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · PyPy 3 (first AC) · Tags: —

[bobbilyking's solution](#)

3307.

103119L

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

Rating: — · first AC: 2023-01-11 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3308.

103256E2

[Coins Game \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3309.

103256E1

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

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3310.

103256D

[Sightseeing with Friends](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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3311.

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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3312.

103256B

[Huron Jam](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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3313.

103256A

[Coffee Bar](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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3314.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3315.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3316.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3317.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3318.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[bobbilyking's solution](#)

3319.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3320.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3321.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3322.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3323.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3324.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3325.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3326.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3327.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3328.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3329.

103625F

[Sinking Ship](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3330.

103625I

[Redbeard's Trials](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3331.

103625D

[Gold Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3332.

103625E

[Dead Man's Chest](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3333.

103625C

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3334.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3335.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3336.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3337.

102569B

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

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3338.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3339.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3340.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3341.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3342.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3343.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3344.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3345.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3346.

101604E

[Mike and Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3347.

101604D

[Wet Shark and Smallest Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3348.

101604C

[Wet Shark and Digit Enemies](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3349.

101604B

[Wet Shark and Coordinate Plane Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3350.

101604A

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

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3351.

1016520

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3352.

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3353.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3354.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3355.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3356.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3357.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3358.

101652X

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3359.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3360.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3361.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3362.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3363.

103446D

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

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3364.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3365.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3366.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3367.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3368.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3369.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3370.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3371.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3372.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3373.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3374.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3375.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · PyPy 3 (first AC) · Tags: —

[bobbilyking's solution](#)

3376.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3377.

102861N

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

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3378.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3379.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3380.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3381.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3382.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3383.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3384.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3385.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3386.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3387.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3388.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3389.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3390.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3391.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3392.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3393.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3394.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3395.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3396.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3397.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3398.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3399.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3400.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3401.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3402.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3403.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3404.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3405.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3406.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3407.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3408.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3409.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3410.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · last AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3411.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3412.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3413.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3414.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[bobbilyking's solution](#)

3415.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[bobbilyking's solution](#)

3416.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3417.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3418.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3419.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · PyPy 3-64 (first AC) · Tags: —

[bobbilyking's solution](#)

3420.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3421.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3422.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3423.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3424.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · PyPy 2 (first AC) · Tags: —

[bobbilyking's solution](#)

3425.

103373B

[Aliquot Sum](#) · [Tutorial](#)

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3426.

103373G

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3427.

103373A

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3428.

103373J

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3429.

103585I

[Baobab](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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3430.

103585F

[Giant Sequoia](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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3431.

103585E

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3432.

103585D

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Rating: — · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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3433.

101466G

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3434.

101466A

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3435.

101466K

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3436.

101466E

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3437.

101466J

[Jeronimo's List](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3438.

101466C

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Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3439.

101466F

[Polygon Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3440.

101466H

[Logo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3441.

101466D

[Double it](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3442.

101466B

[Maximum Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3443.

102951B

[Studying Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3444.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3445.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3446.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3447.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3448.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3449.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · Java 11 (first AC) · Tags: —

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3450.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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3451.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3452.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3453.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3454.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3455.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3456.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3457.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3458.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3459.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3460.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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3461.

103347D

[Witches Cauldron I](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3462.

103347H

[Ophelia's Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3463.

103347G

[Ophelia's Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3464.

103347F

[Playwrite](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3465.

103347C

[Juliet's Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · last AC: 2022-01-17 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3466.

103347B

[Ophelia's Sadness](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3467.

103347E

[Globe Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3468.

103347A

[Ophelia's Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3469.

102267E

[Robots Hard](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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3470.

102267J

[Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3471.

102267I

[Ultimate Army](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3472.

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3473.

102267H

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

Rating: — · first AC: 2022-01-09 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3474.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3475.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3476.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3477.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3478.

101845D

[Divorce](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · last AC: 2022-01-07 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3479.

101845K

[Keep Your Style](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3480.

101845F

[UN Finals](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3481.

101845M

[Marbles Lucky Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3482.

101845I

[Intense Bit Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3483.

101845A

[Apple Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3484.

101845C

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3485.

101845H

[Happy Birthday UN](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · Java 8 (first AC) · Tags: —

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3486.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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3487.

103486D

[Rush Morning](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3488.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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3489.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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3490.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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3491.

103486B

[Arithmetic Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · PyPy 3-64 (first AC) · Tags: —

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3492.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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3493.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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3494.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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3495.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · Java 11 (first AC) · Tags: —

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3496.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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3497.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3498.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3499.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

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3500.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3501.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · Java 11 (first AC) · Tags: —

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3502.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · Java 11 (first AC) · Tags: —

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3503.

102947H

[Jungle Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3504.

102947I

[Food Allocation II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3505.

102947G

[Food Rations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3506.

102947F

[Hopping Between Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3507.

102947E

[Food Allocation I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3508.

102947C

[White Fang](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3509.

102947D

[Firewood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3510.

103455I

[Exiting the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3511.

103455H

[Maze Escape Pt. II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3512.

103455F

[Maze Escape Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Java 8 (first AC) · Tags: —

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3513.

103455D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3514.

103455C

[Red Light Green Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3515.

103455B

[Prize Change](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3516.

103455A

[Fundraising the Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Java 8 (first AC) · Tags: —

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3517.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3518.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · Java 8 (first AC) · Tags: —

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3519.

102433C

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

Rating: — · first AC: 2021-11-21 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3520.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · Java 8 (first AC) · Tags: —

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3521.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · Java 8 (first AC) · Tags: —

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3522.

101840I

[Important matches](#) · [Tutorial](#)

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3523.

101840A

[Assessments](#) · [Tutorial](#)

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[bobbilyking's solution](#)

3524.

101856G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · Java 8 (first AC) · Tags: —

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3525.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3526.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · Java 8 (first AC) · Tags: —

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3527.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · Java 8 (first AC) · Tags: —

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3528.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · Java 8 (first AC) · Tags: —

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3529.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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3530.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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3531.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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3532.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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3533.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3534.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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3535.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3536.

103158G

[Game with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3537.

103158I

[Binary string](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · Java 8 (first AC) · Tags: —

[bobbilyking's solution](#)

3538.

103158B

[Zero equals Infinity!](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · Java 8 (first AC) · Tags: —

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3539.

103158F

[Memeable String](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3540.

103158C

[Topology vs Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · Java 11 (first AC) · Tags: —

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3541.

103158A

[Sakally Soldier](#) · [Tutorial](#)

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3542.

103158K

[Helping Eagle](#) · [Tutorial](#)

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3543.

103158H

[Annoying posts](#) · [Tutorial](#)

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3544.

103158J

[2wix+](#) · [Tutorial](#)

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3545.

103158L

[Memable Ace](#) · [Tutorial](#)

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3546.

101492G

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3547.

101492J

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3548.

101492E

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3549.

101492L

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3550.

101492H

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3551.

101492A

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3552.

101492B

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3553.

101492F

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3554.

101492K

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3555.

101505C

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3556.

101505D

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3557.

101505G

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3558.

101505I

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3559.

101505J

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3560.

101505B

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3561.

101505K

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3562.

101409C

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3563.

101409E

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3564.

101409G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · Java 11 (first AC) · Tags: —

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3565.

101409D

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · Java 11 (first AC) · Tags: —

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3566.

101409I

["Injurious" Triples](#) · [Tutorial](#)

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3567.

101409M

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3568.

101409A

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3569.

102419K

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3570.

102419D

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3571.

102419I

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3572.

102419J

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3573.

102419C

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3574.

102419E

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3575.

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3576.

102419L

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3577.

103091H

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3578.

103091I

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3579.

103091E

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3580.

103091C

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3581.

103091B

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3582.

103091K

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3583.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

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3584.

103091J

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3585.

103091N

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3586.

103295I

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3587.

103295K

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3588.

103295L

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3589.

103295M

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3590.

103295J

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3591.

103295D

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3592.

103295H

[Land Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · Java 11 (first AC) · Tags: —

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3593.

103295G

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3594.

103295F

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Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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3595.

103295C

[Bugged Sum](#) · [Tutorial](#)

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3596.

103295E

[Ratman's Puzzle](#) · [Tutorial](#)

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3597.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · Java 11 (first AC) · Tags: —

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3598.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3599.

103049A

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3600.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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3601.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · Java 11 (first AC) · Tags: —

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3602.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · Java 11 (first AC) · Tags: —

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3603.

103049C

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

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3604.

103049K

[Keyboardd](#) · [Tutorial](#)

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3605.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · Java 11 (first AC) · Tags: —

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3606.

102962B

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Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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3607.

102964I

[Krosh and one more problem with xors](#) · [Tutorial](#)

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3608.

102964E

[Krosh and expected value problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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3609.

102964F

[Krosh and arrays](#) · [Tutorial](#)

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3610.

102964C

[Find the order](#) · [Tutorial](#)

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3611.

102964B

[Krosh and xor of sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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3612.

102964G

[Krosh and count arrays problem 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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3613.

102964J

[Krosh and order-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · Java 11 (first AC) · Tags: —

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3614.

102964A

[Krosh and new sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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3615.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-20 · Java 8 (first AC) · Tags: —

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3616.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-20 · Java 8 (first AC) · Tags: —

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3617.

101615E

[Straight Shot](#) · [Tutorial](#)

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3618.

101615C

[Fear Factoring](#) · [Tutorial](#)

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3619.

101615L

[Delayed Work](#) · [Tutorial](#)

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3620.

101615A

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3621.

101657F

[Lightning Lessons](#) · [Tutorial](#)

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3622.

101657H

[Speed Racer](#) · [Tutorial](#)

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3623.

101657A

[Good or Bad?](#) · [Tutorial](#)

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3624.

101512J

[Jury Jeopardy](#) · [Tutorial](#)

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3625.

101512G

[Growling Gears](#) · [Tutorial](#)

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3626.

101512B

[Button Bashing](#) · [Tutorial](#)

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3627.

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · Java 8 (first AC) · Tags: —

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3628.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · Java 8 (first AC) · Tags: —

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3629.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-05 · Java 8 (first AC) · Tags: —

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3630.

101201B

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Rating: — · first AC: 2021-04-04 · Java 8 (first AC) · Tags: —

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3631.

101201K

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3632.

101201F

[Illumination](#) · [Tutorial](#)

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3633.

101201J

[Shopping](#) · [Tutorial](#)

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3634.

101201I

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3635.

101201H

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3636.

101201A

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3637.

101201C

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Rating: — · first AC: 2021-04-01 · Java 8 (first AC) · Tags: —

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3638.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · Java 11 (first AC) · Tags: —

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3639.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · Java 11 (first AC) · Tags: —

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3640.

101873H

[Ratatoskr](#) · [Tutorial](#)

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3641.

101873C

[Joyride](#) · [Tutorial](#)

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3642.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · Java 11 (first AC) · Tags: —

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3643.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · Java 11 (first AC) · Tags: —

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3644.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3645.

101472A

[Dr Who's Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · last AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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3646.

101472I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · last AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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3647.

101472C

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · last AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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3648.

101472G

[Miraculous Drug](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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3649.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · Java 11 (first AC) · Tags: —

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3650.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · Java 11 (first AC) · Tags: —

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3651.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · Java 11 (first AC) · Tags: —

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3652.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · Java 11 (first AC) · Tags: —

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3653.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · Java 11 (first AC) · Tags: —

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3654.

101656L

[Tongues](#) · [Tutorial](#)

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3655.

101656B

[Magic Multiple](#) · [Tutorial](#)

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3656.

101656A

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3657.

101908B

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3658.

101908E

[Enigma](#) · [Tutorial](#)

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3659.

101908I

[Switches](#) · [Tutorial](#)

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3660.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

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3661.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3662.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · Java 11 (first AC) · Tags: —

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3663.

102460K

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3664.

102460D

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3665.

102460C

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3666.

100753B

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3667.

100729A

[Binomial coefficients](#) · [Tutorial](#)

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3668.

100729E

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3669.

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3670.

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3671.

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[Tichu](#) · [Tutorial](#)

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3672.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3673.

100729D

[Piece it together](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3674.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · last AC: 2021-03-12 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3675.

1029610

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3676.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3677.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3678.

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3679.

101617I

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3680.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3681.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3682.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3683.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3684.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3685.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3686.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3687.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3688.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3689.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3690.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3691.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3692.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3693.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3694.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3695.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3696.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3697.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3698.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3699.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3700.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3701.

101653T

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3702.

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3703.

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3704.

1016530

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3705.

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3706.

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3707.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3708.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3709.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3710.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3711.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3712.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3713.

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3714.

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3715.

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3716.

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3717.

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3718.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3719.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3720.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3721.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3722.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3723.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3724.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3725.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3726.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3727.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3728.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3729.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3730.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3731.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3732.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3733.

102133F

[Financial Reports](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3734.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3735.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3736.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3737.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · PyPy 2 (first AC) · Tags: —

[bobbilyking's solution](#)

3738.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · PyPy 2 (first AC) · Tags: —

[bobbilyking's solution](#)

3739.

102135D

[Friends rescue](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · PyPy 2 (first AC) · Tags: —

[bobbilyking's solution](#)

3740.

102135K

[A Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3741.

102135E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3742.

102135C

[Good subset](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3743.

102135F

[The closest subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3744.

102135B

[Freebie](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3745.

102135H

[Large and even](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3746.

102135A

[BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3747.

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3748.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3749.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3750.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3751.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3752.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3753.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3754.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3755.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3756.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3757.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3758.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3759.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3760.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3761.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3762.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3763.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3764.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3765.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3766.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3767.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3768.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3769.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3770.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3771.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3772.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3773.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3774.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3775.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3776.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3777.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · Java 11 (first AC) · Tags: —

[bobbilyking's solution](#)

3778.

101519A

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3779.

101519D

[Bad Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3780.

101519G

[Doubloon Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3781.

101519B

[Quick out of the Harbour](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3782.

101519J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3783.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3784.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3785.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bobbilyking's solution](#)

3786.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3787.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3788.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3789.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3790.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3791.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3792.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobbilyking's solution](#)

3793.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-03 · Python 3 (first AC) · Tags: *special, implementation

[bobbilyking's solution](#)