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Unique solved — brute forceCE

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

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Filters: none

Count: 885

1.

2119A

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2.

2120A

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[brute_forceCE's solution](#)

3.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)
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4.

2093A

[Ideal Generator](#) · [Tutorial](#)

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5.

2075A

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6.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#)
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7.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)
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8.

2029A

[Set](#) · [Tutorial](#)

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9.

2033A

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10.

2030B

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11.

2030A

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12.

1696A

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13.

1487A

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14.

2025A

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15.

2021A

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16.

2014A

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17.

2014B

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18.

2003B

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19.

2003A

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20.

2002A

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21.

1997A

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22.

1991A

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23.

1984A

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24.

1996B

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25.

1982A

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26.

1995A

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27.

1989A

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28.

1994A

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29.

1983A

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30.

1978B

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31.

1978A

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32.

1979A

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33.

1980B

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34.

1980A

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

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35.

1977A

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36.

1974B

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37.

1974A

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38.

1972A

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39.

1946A

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40.

1948A

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41.

1935A

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42.

1191A

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43.

1934A

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44.

1937A

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45.

1923A

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46.

1930A

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47.

1929B

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48.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

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49.

1928A

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50.

1927A

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51.

1882A

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52.

1918A

[Brick Wall](#) · [Tutorial](#)

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53.

1925A

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54.

1921B

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55.

1921A

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56.

1744A

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57.

1742B

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58.

1850B

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59.

1790B

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60.

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61.

1905A

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62.

1909A

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63.

1919B

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64.

1919A

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65.

1920A

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66.

1916A

[2023](#) · [Tutorial](#)

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67.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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68.

1913A

[Rating Increase](#) · [Tutorial](#)

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69.

1902A

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70.

1903A

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71.

1877A

[Goals of Victory](#) · [Tutorial](#)

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72.

1886A

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73.

1894A

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74.

1895B

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75.

1895A

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76.

1800A

[Is It a Cat?](#) · [Tutorial](#)

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77.

1891A

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78.

1890B

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79.

1890A

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80.

1821A

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81.

1867A

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82.

1866A

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83.

1862B

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1862A
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1864A
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1853A
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1858A
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1859A
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1856A
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1855A
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1699A
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- 92.**
1465A
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- 93.**
1455A
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- 94.**
1452C
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95.

1452A

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96.

1440A

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97.

1447A

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98.

1405A

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99.

1200A

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[brute_forceCE's solution](#)

100.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

101.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[brute_forceCE's solution](#)

102.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[brute_forceCE's solution](#)

103.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[brute_forceCE's solution](#)

104.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[brute_forceCE's solution](#)

105.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: games

[brute_forceCE's solution](#)

106.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[brute_forceCE's solution](#)

107.

1927B

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

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[brute_forceCE's solution](#)

108.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[brute_forceCE's solution](#)

109.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,599 global accepts · Rating: 900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

110.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: strings

[brute_forceCE's solution](#)

111.

1875A

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

Quality: 46,989 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[brute_forceCE's solution](#)

112.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,049 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[brute_forceCE's solution](#)

113.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[brute_forceCE's solution](#)

114.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[brute_forceCE's solution](#)

115.

1855B

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

Quality: 44,915 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[brute_forceCE's solution](#)

116.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[brute_forceCE's solution](#)

117.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

118.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[brute_forceCE's solution](#)

119.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[brute_forceCE's solution](#)

120.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[brute_forceCE's solution](#)

121.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[brute_forceCE's solution](#)

122.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[brute_forceCE's solution](#)

123.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[brute_forceCE's solution](#)

124.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[brute_forceCE's solution](#)

125.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[brute_forceCE's solution](#)

126.

1927C

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

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[brute_forceCE's solution](#)

127.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2024-01-15 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[brute_forceCE's solution](#)

128.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[brute_forceCE's solution](#)

129.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,233 global accepts · Rating: 1000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[brute_forceCE's solution](#)

130.

1877B

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

Rating: 1000 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[brute_forceCE's solution](#)

131.

1894B

[Two Out of Three](#) · [Tutorial](#)

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

[brute_forceCE's solution](#)

132.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[brute_forceCE's solution](#)

133.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[brute_forceCE's solution](#)

134.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[brute_forceCE's solution](#)

135.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[brute_forceCE's solution](#)

136.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[brute_forceCE's solution](#)

137.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,442 global accepts · Rating: 1000 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

138.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,385 global accepts · Rating: 1000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[brute_forceCE's solution](#)

139.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,839 global accepts · Rating: 1000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: math

[brute_forceCE's solution](#)

140.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[brute_forceCE's solution](#)

141.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[brute_forceCE's solution](#)

142.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[brute_forceCE's solution](#)

143.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[brute_forceCE's solution](#)

144.

1033B

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

Quality: 11,954 global accepts · Rating: 1100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[brute_forceCE's solution](#)

145.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[brute_forceCE's solution](#)

146.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[brute_forceCE's solution](#)

147.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[brute_forceCE's solution](#)

148.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[brute_forceCE's solution](#)

149.

2014C

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

Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[brute_forceCE's solution](#)

150.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[brute_forceCE's solution](#)

151.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[brute_forceCE's solution](#)

152.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[brute_forceCE's solution](#)

153.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[brute_forceCE's solution](#)

154.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[brute_forceCE's solution](#)

155.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[brute_forceCE's solution](#)

156.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[brute_forceCE's solution](#)

157.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[brute_forceCE's solution](#)

158.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[brute_forceCE's solution](#)

159.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[brute_forceCE's solution](#)

160.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[brute_forceCE's solution](#)

161.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[brute_forceCE's solution](#)

162.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[brute_forceCE's solution](#)

163.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[brute_forceCE's solution](#)

164.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,349 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[brute_forceCE's solution](#)

165.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[brute_forceCE's solution](#)

166.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,011 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[brute_forceCE's solution](#)

167.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[brute_forceCE's solution](#)

168.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[brute_forceCE's solution](#)

169.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,716 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[brute_forceCE's solution](#)

170.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[brute_forceCE's solution](#)

171.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[brute_forceCE's solution](#)

172.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math

[brute_forceCE's solution](#)

173.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[brute_forceCE's solution](#)

174.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[brute_forceCE's solution](#)

175.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

176.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[brute_forceCE's solution](#)

177.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[brute_forceCE's solution](#)

178.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[brute_forceCE's solution](#)

179.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[brute_forceCE's solution](#)

180.

2003C

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

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[brute_forceCE's solution](#)

181.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[brute_forceCE's solution](#)

182.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[brute_forceCE's solution](#)

183.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[brute_forceCE's solution](#)

184.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[brute_forceCE's solution](#)

185.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[brute_forceCE's solution](#)

186.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[brute_forceCE's solution](#)

187.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[brute_forceCE's solution](#)

188.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[brute_forceCE's solution](#)

189.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[brute_forceCE's solution](#)

190.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[brute_forceCE's solution](#)

191.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[brute_forceCE's solution](#)

192.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[brute_forceCE's solution](#)

193.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[brute_forceCE's solution](#)

194.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[brute_forceCE's solution](#)

195.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[brute_forceCE's solution](#)

196.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[brute_forceCE's solution](#)

197.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[brute_forceCE's solution](#)

198.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[brute_forceCE's solution](#)

199.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[brute_forceCE's solution](#)

200.

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[brute_forceCE's solution](#)

201.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[brute_forceCE's solution](#)

202.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[brute_forceCE's solution](#)

203.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[brute_forceCE's solution](#)

204.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy
[brute_forceCE's solution](#)

205.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[brute_forceCE's solution](#)

206.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[brute_forceCE's solution](#)

207.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[brute_forceCE's solution](#)

208.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[brute_forceCE's solution](#)

209.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[brute_forceCE's solution](#)

210.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[brute_forceCE's solution](#)

211.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[brute_forceCE's solution](#)

212.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[brute_forceCE's solution](#)

213.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[brute_forceCE's solution](#)

214.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[brute_forceCE's solution](#)

215.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[brute_forceCE's solution](#)

216.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[brute_forceCE's solution](#)

217.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[brute_forceCE's solution](#)

218.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[brute_forceCE's solution](#)

219.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[brute_forceCE's solution](#)

220.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[brute_forceCE's solution](#)

221.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[brute_forceCE's solution](#)

222.

1927D

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

Quality: 33,171 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[brute_forceCE's solution](#)

223.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[brute_forceCE's solution](#)

224.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[brute_forceCE's solution](#)

225.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[brute_forceCE's solution](#)

226.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[brute_forceCE's solution](#)

227.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[brute_forceCE's solution](#)

228.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[brute_forceCE's solution](#)

229.

1867C

[Salyg1n and the MEX Game](#) · Tutorial

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[brute_forceCE's solution](#)

230.

1869C

[Fill in the Matrix](#) · Tutorial

Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[brute_forceCE's solution](#)

231.

1862D

[Ice Cream Balls](#) · Tutorial

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[brute_forceCE's solution](#)

232.

1864C

[Divisor Chain](#) · Tutorial

Quality: 15,280 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[brute_forceCE's solution](#)

233.

1447C

[Knapsack](#) · Tutorial

Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[brute_forceCE's solution](#)

234.

1418B

[Negative Prefixes](#) · Tutorial

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[brute_forceCE's solution](#)

235.

1059B

[Forgery](#) · Tutorial

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[brute_forceCE's solution](#)

236.

2110C

[Racing](#) · Tutorial

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[brute_forceCE's solution](#)

237.

2084C

[You Soared Afar With Grace](#) · Tutorial

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[brute_forceCE's solution](#)

238.

2093D

[Skibidi Table](#) · Tutorial

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[brute_forceCE's solution](#)

239.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[brute_forceCE's solution](#)

240.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[brute_forceCE's solution](#)

241.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[brute_forceCE's solution](#)

242.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

243.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[brute_forceCE's solution](#)

244.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[brute_forceCE's solution](#)

245.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[brute_forceCE's solution](#)

246.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[brute_forceCE's solution](#)

247.

1972D1

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

Rating: 1400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[brute_forceCE's solution](#)

248.

1972C

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

Rating: 1400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[brute_forceCE's solution](#)

249.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · last AC: 2024-03-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[brute_forceCE's solution](#)

250.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[brute_forceCE's solution](#)

251.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[brute_forceCE's solution](#)

252.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[brute_forceCE's solution](#)

253.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[brute_forceCE's solution](#)

254.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[brute_forceCE's solution](#)

255.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[brute_forceCE's solution](#)

256.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[brute_forceCE's solution](#)

257.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[brute_forceCE's solution](#)

258.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[brute_forceCE's solution](#)

259.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Quality: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[brute_forceCE's solution](#)

260.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[brute_forceCE's solution](#)

261.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 1400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[brute_forceCE's solution](#)

262.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[brute_forceCE's solution](#)

263.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[brute_forceCE's solution](#)

264.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[brute_forceCE's solution](#)

265.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[brute_forceCE's solution](#)

266.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[brute_forceCE's solution](#)

267.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[brute_forceCE's solution](#)

268.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[brute_forceCE's solution](#)

269.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[brute_forceCE's solution](#)

270.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[brute_forceCE's solution](#)

271.

2060E

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

Quality: 12,250 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[brute_forceCE's solution](#)

272.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[brute_forceCE's solution](#)

273.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

274.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[brute_forceCE's solution](#)

275.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[brute_forceCE's solution](#)

276.

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[brute_forceCE's solution](#)

277.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[brute_forceCE's solution](#)

278.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[brute_forceCE's solution](#)

279.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

280.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[brute_forceCE's solution](#)

281.

1891C

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

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[brute_forceCE's solution](#)

282.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[brute_forceCE's solution](#)

283.

1440C1

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

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[brute_forceCE's solution](#)

284.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[brute_forceCE's solution](#)

285.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[brute_forceCE's solution](#)

286.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[brute_forceCE's solution](#)

287.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[brute_forceCE's solution](#)

288.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[brute_forceCE's solution](#)

289.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, greedy, math

[brute_forceCE's solution](#)

290.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, strings

[brute_forceCE's solution](#)

291.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[brute_forceCE's solution](#)

292.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[brute_forceCE's solution](#)

293.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[brute_forceCE's solution](#)

294.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[brute_forceCE's solution](#)

295.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[brute_forceCE's solution](#)

296.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[brute_forceCE's solution](#)

297.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

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298.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[brute_forceCE's solution](#)

299.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,935 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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300.

1956C

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Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[brute_forceCE's solution](#)

301.

1946C

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Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
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302.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math
[brute_forceCE's solution](#)

303.

1928C

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Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[brute_forceCE's solution](#)

304.

1921E

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Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[brute_forceCE's solution](#)

305.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-28 · last AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[brute_forceCE's solution](#)

306.

1920C

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Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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307.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[brute_forceCE's solution](#)

308.

1886C

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Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[brute_forceCE's solution](#)

309.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[brute_forceCE's solution](#)

310.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[brute_forceCE's solution](#)

311.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

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312.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[brute_forceCE's solution](#)

313.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[brute_forceCE's solution](#)

314.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[brute_forceCE's solution](#)

315.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: data structures, math, number theory

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316.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[brute_forceCE's solution](#)

317.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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318.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2025-03-08 · last AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[brute_forceCE's solution](#)

319.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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320.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[brute_forceCE's solution](#)

321.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[brute_forceCE's solution](#)

322.

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[brute_forceCE's solution](#)

323.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[brute_forceCE's solution](#)

324.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[brute_forceCE's solution](#)

325.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[brute_forceCE's solution](#)

326.

2024D

[Skipping](#) · [Tutorial](#)

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[brute_forceCE's solution](#)

327.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[brute_forceCE's solution](#)

328.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[brute_forceCE's solution](#)

329.

1969C

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330.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[brute_forceCE's solution](#)

331.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[brute_forceCE's solution](#)

332.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[brute_forceCE's solution](#)

333.

1995B2

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Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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334.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[brute_forceCE's solution](#)

335.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[brute_forceCE's solution](#)

336.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[brute_forceCE's solution](#)

337.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[brute_forceCE's solution](#)

338.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[brute_forceCE's solution](#)

339.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[brute_forceCE's solution](#)

340.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[brute_forceCE's solution](#)

341.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[brute_forceCE's solution](#)

342.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[brute_forceCE's solution](#)

343.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[brute_forceCE's solution](#)

344.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[brute_forceCE's solution](#)

345.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[brute_forceCE's solution](#)

346.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[brute_forceCE's solution](#)

347.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[brute_forceCE's solution](#)

348.

1869D1

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

Rating: 1700 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[brute_forceCE's solution](#)

349.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[brute_forceCE's solution](#)

350.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[brute_forceCE's solution](#)

351.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[brute_forceCE's solution](#)

352.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[brute_forceCE's solution](#)

353.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[brute_forceCE's solution](#)

354.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[brute_forceCE's solution](#)

355.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[brute_forceCE's solution](#)

356.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[brute_forceCE's solution](#)

357.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[brute_forceCE's solution](#)

358.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[brute_forceCE's solution](#)

359.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[brute_forceCE's solution](#)

360.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[brute_forceCE's solution](#)

361.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[brute_forceCE's solution](#)

362.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[brute_forceCE's solution](#)

363.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[brute_forceCE's solution](#)

364.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[brute_forceCE's solution](#)

365.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[brute_forceCE's solution](#)

366.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[brute_forceCE's solution](#)

367.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[brute_forceCE's solution](#)

368.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[brute_forceCE's solution](#)

369.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[brute_forceCE's solution](#)

370.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[brute_forceCE's solution](#)

371.

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brute_forceCE's solution](#)

372.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[brute_forceCE's solution](#)

373.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[brute_forceCE's solution](#)

374.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[brute_forceCE's solution](#)

375.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[brute_forceCE's solution](#)

376.

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brute_forceCE's solution](#)

377.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[brute_forceCE's solution](#)

378.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[brute_forceCE's solution](#)

379.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[brute_forceCE's solution](#)

380.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[brute_forceCE's solution](#)

381.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[brute_forceCE's solution](#)

382.

1922E

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Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

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383.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[brute_forceCE's solution](#)

384.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[brute_forceCE's solution](#)

385.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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386.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[brute_forceCE's solution](#)

387.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[brute_forceCE's solution](#)

388.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[brute_forceCE's solution](#)

389.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[brute_forceCE's solution](#)

390.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: implementation

[brute_forceCE's solution](#)

391.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, greedy, strings

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392.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[brute_forceCE's solution](#)

393.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[brute_forceCE's solution](#)

394.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[brute_forceCE's solution](#)

395.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[brute_forceCE's solution](#)

396.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[brute_forceCE's solution](#)

397.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[brute_forceCE's solution](#)

398.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[brute_forceCE's solution](#)

399.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[brute_forceCE's solution](#)

400.

2029D

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Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[brute_forceCE's solution](#)

401.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[brute_forceCE's solution](#)

402.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[brute_forceCE's solution](#)

403.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers
[brute_forceCE's solution](#)

404.

1547F

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

Quality: 6,951 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[brute_forceCE's solution](#)

405.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive
[brute_forceCE's solution](#)

406.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[brute_forceCE's solution](#)

407.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[brute_forceCE's solution](#)

408.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[brute_forceCE's solution](#)

409.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing
[brute_forceCE's solution](#)

410.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[brute_forceCE's solution](#)

411.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[brute_forceCE's solution](#)

412.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[brute_forceCE's solution](#)

413.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · last AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[brute_forceCE's solution](#)

414.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[brute_forceCE's solution](#)

415.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
[brute_forceCE's solution](#)

416.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[brute_forceCE's solution](#)

417.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[brute_forceCE's solution](#)

418.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[brute_forceCE's solution](#)

419.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[brute_forceCE's solution](#)

420.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, math, number theory, sortings

[brute_forceCE's solution](#)

421.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[brute_forceCE's solution](#)

422.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[brute_forceCE's solution](#)

423.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[brute_forceCE's solution](#)

424.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[brute_forceCE's solution](#)

425.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,633 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[brute_forceCE's solution](#)

426.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[brute_forceCE's solution](#)

427.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[brute_forceCE's solution](#)

428.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[brute_forceCE's solution](#)

429.

1918D

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

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[brute_forceCE's solution](#)

430.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[brute_forceCE's solution](#)

431.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[brute_forceCE's solution](#)

432.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[brute_forceCE's solution](#)

433.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[brute_forceCE's solution](#)

434.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[brute_forceCE's solution](#)

435.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[brute_forceCE's solution](#)

436.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[brute_forceCE's solution](#)

437.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[brute_forceCE's solution](#)

438.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[brute_forceCE's solution](#)

439.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[brute_forceCE's solution](#)

440.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[brute_forceCE's solution](#)

441.

1888D2

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

Rating: 1900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[brute_forceCE's solution](#)

442.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[brute_forceCE's solution](#)

443.

1509D

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

Rating: 1900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[brute_forceCE's solution](#)

444.

1866C

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

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

[brute_forceCE's solution](#)

445.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[brute_forceCE's solution](#)

446.

1440C2

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

Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[brute_forceCE's solution](#)

447.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[brute_forceCE's solution](#)

448.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[brute_forceCE's solution](#)

449.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[brute_forceCE's solution](#)

450.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[brute_forceCE's solution](#)

451.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[brute_forceCE's solution](#)

452.

926F

[Mobile Communications](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2000 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[brute_forceCE's solution](#)

453.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[brute_forceCE's solution](#)

454.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[brute_forceCE's solution](#)

455.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[brute_forceCE's solution](#)

456.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[brute_forceCE's solution](#)

457.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[brute_forceCE's solution](#)

458.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[brute_forceCE's solution](#)

459.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[brute_forceCE's solution](#)

460.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[brute_forceCE's solution](#)

461.

1978E

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

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[brute_forceCE's solution](#)

462.

1974G

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

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[brute_forceCE's solution](#)

463.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[brute_forceCE's solution](#)

464.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[brute_forceCE's solution](#)

465.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[brute_forceCE's solution](#)

466.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[brute_forceCE's solution](#)

467.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[brute_forceCE's solution](#)

468.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[brute_forceCE's solution](#)

469.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[brute_forceCE's solution](#)

470.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[brute_forceCE's solution](#)

471.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
[brute_forceCE's solution](#)

472.

1894E

[Freedom of Choice](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[brute_forceCE's solution](#)

473.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[brute_forceCE's solution](#)

474.

1890E1

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

Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[brute_forceCE's solution](#)

475.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[brute_forceCE's solution](#)

476.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[brute_forceCE's solution](#)

477.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[brute_forceCE's solution](#)

478.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[brute_forceCE's solution](#)

479.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[brute_forceCE's solution](#)

480.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[brute_forceCE's solution](#)

481.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[brute_forceCE's solution](#)

482.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[brute_forceCE's solution](#)

483.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[brute_forceCE's solution](#)

484.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[brute_forceCE's solution](#)

485.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[brute_forceCE's solution](#)

486.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory
[brute_forceCE's solution](#)

487.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[brute_forceCE's solution](#)

488.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory
[brute_forceCE's solution](#)

489.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[brute_forceCE's solution](#)

490.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths
[brute_forceCE's solution](#)

491.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[brute_forceCE's solution](#)

492.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[brute_forceCE's solution](#)

493.

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

[brute_forceCE's solution](#)

494.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[brute_forceCE's solution](#)

495.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[brute_forceCE's solution](#)

496.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[brute_forceCE's solution](#)

497.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[brute_forceCE's solution](#)

498.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[brute_forceCE's solution](#)

499.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[brute_forceCE's solution](#)

500.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[brute_forceCE's solution](#)

501.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[brute_forceCE's solution](#)

502.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[brute_forceCE's solution](#)

503.

1869D2

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

Rating: 2100 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[brute_forceCE's solution](#)

504.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[brute_forceCE's solution](#)

505.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[brute_forceCE's solution](#)

506.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[brute_forceCE's solution](#)

507.

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math, ternary search

[brute_forceCE's solution](#)

508.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[brute_forceCE's solution](#)

509.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[brute_forceCE's solution](#)

510.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[brute_forceCE's solution](#)

511.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[brute_forceCE's solution](#)

512.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[brute_forceCE's solution](#)

513.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[brute_forceCE's solution](#)

514.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[brute_forceCE's solution](#)

515.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[brute_forceCE's solution](#)

516.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[brute_forceCE's solution](#)

517.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[brute_forceCE's solution](#)

518.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[brute_forceCE's solution](#)

519.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[brute_forceCE's solution](#)

520.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[brute_forceCE's solution](#)

521.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[brute_forceCE's solution](#)

522.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[brute_forceCE's solution](#)

523.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[brute_forceCE's solution](#)

524.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[brute_forceCE's solution](#)

525.

1972D2

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

Rating: 2200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[brute_forceCE's solution](#)

526.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[brute_forceCE's solution](#)

527.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[brute_forceCE's solution](#)

528.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[brute_forceCE's solution](#)

529.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[brute_forceCE's solution](#)

530.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[brute_forceCE's solution](#)

531.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brute_forceCE's solution](#)

532.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[brute_forceCE's solution](#)

533.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[brute_forceCE's solution](#)

534.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[brute_forceCE's solution](#)

535.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[brute_forceCE's solution](#)

536.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[brute_forceCE's solution](#)

537.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[brute_forceCE's solution](#)

538.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[brute_forceCE's solution](#)

539.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[brute_forceCE's solution](#)

540.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, greedy, trees

[brute_forceCE's solution](#)

541.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[brute_forceCE's solution](#)

542.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[brute_forceCE's solution](#)

543.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[brute_forceCE's solution](#)

544.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[brute_forceCE's solution](#)

545.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[brute_forceCE's solution](#)

546.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[brute_forceCE's solution](#)

547.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[brute_forceCE's solution](#)

548.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[brute_forceCE's solution](#)

549.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[brute_forceCE's solution](#)

550.

1875F

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

Rating: 2300 · first AC: 2023-10-01 · last AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[brute_forceCE's solution](#)

551.

1914G2

[Light Bulbs \(Hard Version\) · Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[brute_forceCE's solution](#)

552.

1932G

[Moving Platforms · Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[brute_forceCE's solution](#)

553.

1929F

[Sasha and the Wedding Binary Search Tree · Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[brute_forceCE's solution](#)

554.

1929E

[Sasha and the Happy Tree Cutting · Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[brute_forceCE's solution](#)

555.

1009F

[Dominant Indices · Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[brute_forceCE's solution](#)

556.

1917D

[Yet Another Inversions Problem · Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[brute_forceCE's solution](#)

557.

1866D

[Digital Wallet · Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[brute_forceCE's solution](#)

558.

1861E

[Non-Intersecting Subpermutations · Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[brute_forceCE's solution](#)

559.

1864F

[Exotic Queries · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[brute_forceCE's solution](#)

560.

788C

[The Great Mixing · Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[brute_forceCE's solution](#)

561.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[brute_forceCE's solution](#)

562.

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[brute_forceCE's solution](#)

563.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[brute_forceCE's solution](#)

564.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[brute_forceCE's solution](#)

565.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[brute_forceCE's solution](#)

566.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[brute_forceCE's solution](#)

567.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[brute_forceCE's solution](#)

568.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[brute_forceCE's solution](#)

569.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[brute_forceCE's solution](#)

570.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[brute_forceCE's solution](#)

571.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, greedy, implementation, two pointers

[brute_forceCE's solution](#)

572.

1483D

[Useful Edges](#) · [Tutorial](#)

Quality: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[brute_forceCE's solution](#)

573.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[brute_forceCE's solution](#)

574.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[brute_forceCE's solution](#)

575.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[brute_forceCE's solution](#)

576.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[brute_forceCE's solution](#)

577.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[brute_forceCE's solution](#)

578.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[brute_forceCE's solution](#)

579.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[brute_forceCE's solution](#)

580.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[brute_forceCE's solution](#)

581.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[brute_forceCE's solution](#)

582.

1934D2

[XOR Break --- Game Version · Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[brute_forceCE's solution](#)

583.

1936C

[Pokémon Arena · Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[brute_forceCE's solution](#)

584.

1925F

[Fractal Origami · Tutorial](#)

Rating: 2400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[brute_forceCE's solution](#)

585.

1909E

[Multiple Lamps · Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[brute_forceCE's solution](#)

586.

1902F

[Trees and XOR Queries Again · Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[brute_forceCE's solution](#)

587.

1886E

[I Wanna be the Team Leader · Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[brute_forceCE's solution](#)

588.

1879E

[Interactive Game with Coloring · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[brute_forceCE's solution](#)

589.

1455E

[Four Points · Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
[brute_forceCE's solution](#)

590.

1340C

[Nastya and Unexpected Guest · Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[brute_forceCE's solution](#)

591.

1132G

[Greedy Subsequences · Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[brute_forceCE's solution](#)

592.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[brute_forceCE's solution](#)

593.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[brute_forceCE's solution](#)

594.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[brute_forceCE's solution](#)

595.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[brute_forceCE's solution](#)

596.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[brute_forceCE's solution](#)

597.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[brute_forceCE's solution](#)

598.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[brute_forceCE's solution](#)

599.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[brute_forceCE's solution](#)

600.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[brute_forceCE's solution](#)

601.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing,

math, number theory

[brute_forceCE's solution](#)

602.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[brute_forceCE's solution](#)

603.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brute_forceCE's solution](#)

604.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[brute_forceCE's solution](#)

605.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[brute_forceCE's solution](#)

606.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[brute_forceCE's solution](#)

607.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[brute_forceCE's solution](#)

608.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[brute_forceCE's solution](#)

609.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[brute_forceCE's solution](#)

610.

1877F

[Lexichromatography](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu

[brute_forceCE's solution](#)

611.

1855E

[Expected Destruction](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[brute_forceCE's solution](#)

612.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[brute_forceCE's solution](#)

613.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[brute_forceCE's solution](#)

614.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[brute_forceCE's solution](#)

615.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dp, graphs

[brute_forceCE's solution](#)

616.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[brute_forceCE's solution](#)

617.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[brute_forceCE's solution](#)

618.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[brute_forceCE's solution](#)

619.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[brute_forceCE's solution](#)

620.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[brute_forceCE's solution](#)

621.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[brute_forceCE's solution](#)

622.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[brute_forceCE's solution](#)

623.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brute_forceCE's solution](#)

624.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[brute_forceCE's solution](#)

625.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[brute_forceCE's solution](#)

626.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[brute_forceCE's solution](#)

627.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[brute_forceCE's solution](#)

628.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[brute_forceCE's solution](#)

629.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[brute_forceCE's solution](#)

630.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: data structures, greedy

[brute_forceCE's solution](#)

631.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[brute_forceCE's solution](#)

632.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math
[brute_forceCE's solution](#)

633.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math
[brute_forceCE's solution](#)

634.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[brute_forceCE's solution](#)

635.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive
[brute_forceCE's solution](#)

636.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[brute_forceCE's solution](#)

637.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers
[brute_forceCE's solution](#)

638.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[brute_forceCE's solution](#)

639.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
[brute_forceCE's solution](#)

640.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[brute_forceCE's solution](#)

641.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees
[brute_forceCE's solution](#)

642.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[brute_forceCE's solution](#)

643.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory
[brute_forceCE's solution](#)

644.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[brute_forceCE's solution](#)

645.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[brute_forceCE's solution](#)

646.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[brute_forceCE's solution](#)

647.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[brute_forceCE's solution](#)

648.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[brute_forceCE's solution](#)

649.

1855F

[Michael and Hotel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[brute_forceCE's solution](#)

650.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers
[brute_forceCE's solution](#)

651.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[brute_forceCE's solution](#)

652.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: data structures, games
[brute_forceCE's solution](#)

653.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft
[brute_forceCE's solution](#)

654.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry
[brute_forceCE's solution](#)

655.

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

656.

104417F

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

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

657.

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

658.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

659.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

660.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

661.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

662.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

663.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[brute_forceCE's solution](#)

664.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

665.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

666.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

667.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

668.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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669.

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670.

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671.

105588G

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672.

105588L

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673.

105588C

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Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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105588J

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675.

105588H

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676.

105588M

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677.

105632K

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Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
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678.

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
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679.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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680.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

681.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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682.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

683.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

684.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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685.

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

686.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[brute_forceCE's solution](#)

687.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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688.

105487D

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

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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689.

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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690.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[brute_forceCE's solution](#)

691.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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692.

105487F

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Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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693.

105487G

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

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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694.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[brute_forceCE's solution](#)

695.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[brute_forceCE's solution](#)

696.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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697.

105487C

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Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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698.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[brute_forceCE's solution](#)

699.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[brute_forceCE's solution](#)

700.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[brute_forceCE's solution](#)

701.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[brute_forceCE's solution](#)

702.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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703.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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704.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

705.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

706.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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707.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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708.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

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709.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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710.

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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711.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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712.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

713.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

714.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

715.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

716.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

717.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

718.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

719.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

720.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

721.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

722.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
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723.

105170E

[Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

724.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

725.

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

726.

105161K

[Number Deletion Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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727.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

728.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

729.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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730.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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731.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

732.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

733.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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734.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

735.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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736.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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737.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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738.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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739.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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740.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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741.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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742.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

743.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

744.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

745.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

746.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

747.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

748.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

749.

105386K

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

750.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

751.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

752.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

753.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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754.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

755.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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756.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

757.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

758.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · last AC: 2024-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

759.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

760.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

761.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

762.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

763.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

764.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

765.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

766.

104128I

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

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

767.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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768.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

769.

105336D

[xTb%lax Vh](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

770.

105336J

[b-Tg](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

771.

105336I

[b-TgN](#)

Rating: — · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

772.

105336C

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Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[brute_forceCE's solution](#)

773.

105336G

[uTArgQm](#)

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[brute_forceCE's solution](#)

774.

105173K

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Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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775.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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776.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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777.

105143F

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778.

105143B

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Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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781.

104976K

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Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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782.

104976F

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[brute_forceCE's solution](#)

783.

104976B

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821.

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832.

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